Jorune

PLUS: Player Levels Utility System

Adapted from Release 5.2 - September 1996

Character Generation

This game is released to the net to further enjoyment of the Jorune setting. No one is getting paid for this, and you try to sell it we will come to your house with shanthic knives to free you from the bonds of your corrupt Earthly form.

Jorune has been a niche game favorite for over a decade. The rich texture of the world, the cultures, the races and the secret knowledge moving behind the scenes make it unlike any other game.

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PLUS Jorune

Introduction to Jorune

The Short Form

Skyrealms of Jorune is the saga of a lost colony.

Shortly after the development of Faster-than-Light drive, Kajida Jorune discovered a world. An expedition found several races sharing the world, including the eyeless Shantha - clearly the native race - and a variety of aliens; thriddle, ramian, corastin, cleash, scarmis, croid and others.

A unique energy in the world, called Isho by the natives, which permitted the creation of beautiful displays of light and power. Isho was deemed worthy of further study and a scientific project was set up to study Jorune.

A treaty was negotiated with the Shantha to permit the establishment of research stations and colonies, and within twenty years 80,000 humans called Jorune their home - if only temporarily.

Without warning, all communication and supply ships from Earth stopped. The fear was that a great conflict had eliminated the home world and the colonists were cut off forever.

Two schools of thought developed among the colonists. One said that we could live by sharing the world with the other races, as was the case before humans arrived. The other declared the need to secure land for food and the survival of the species.

Dispute within the colony expanded. The militant colonists assumed that the natives would be an easy conquest, to be relocated as other races had been during the previous age of exploration. The isho technology was not perceived as a threat, but at a certain point, the Shantha stood their ground and revealed the war uses of Isho.

The Shantha, under the direction of the Desti Lih-al, moved to protect their world with massive flows of violent isho channeled through warp openings created by Tra.

Unexpectedly, the Isho interacted with the power sources of the Earth-tec weapons and a far more destructive result began the Shyee - the Dying Times. Full scale war erupted. Colonists discovered that when they abandoned the Earth-tec, the Shantha did not attack them and thousands of item went into 3000K cryo-bins under the colony sites. Colonial actions drained isho from whole areas and the Shantha began to die.

A bio-tec master released a specially designed plague to wipe out the Shantha and nearly succeeded. The population of Jorune was reduced to bare survival rates and a dark age began.

One scientist, Theo Iscin, who was the creator of durlig which allowed humans to survive on Jorune with only a small crop of plants from the home world, and hilc to allow digestion of the native foods, was alone at a research station in the Gauss valley. Believing himself to be the last survivor of Earth's heritage, Iscin began a series of genetic experiments that would result in the Iscin races, spliced with animals of Earth to insure the survival of something Terran in the universe. His work would result in the arrival of woffen, crugar, cygra, blount, bronth and tologra on the face of Jorune.

Over the next 3500 years humans, shanthas and the many aliens of Jorune struggled to achieve the levels of civilization they had enjoyed before. The thriddle of Tan Iricid maintained a store of knowledge in their island fortress, but even they did not retain everything.

Mutations and monsters appeared. Many appeared and vanished, but some variants of humanity established themselves; the brutal Trarch, the aquatic Salu and Acubon, the robust boccord and the frail muadra.

Pocket empires appeared and vanished. Eras of enlightenment elevated the races on Jorune, to be

followed by pestilence, rot plagues and the ignorance that flourished between enlightenments.

A generation ago a young prince named Khodre Allonkarb began a conquest to unite the kingdoms around him. From Ardoth the prince led and army to draw Ardis, the Sobayid, the Gauss, Glounda, Sydra, Lelligire and Essanja into the empire of Burdoth. With his forces spread thin he was attacked from the land by the crugar, who lusted fro the rich Gauss Valley, said to be the home of their adored Iscin, from sea by the bronth, who feared the new conquering force, and the ramian, who liked a good opporunity. Heridoth, neighbors to the south, feared for their sovereignty and joined in the attacks on young Burdoth.

When he neared the end of his forces, Allonkarb's troops discovered a cryo-bin filled with perfectly preserved Earth-tec weapons and devices. Armed with the fearsome weapons, Khodre marched west, to Temauntro and nearly to the borders of Jasp, and secured his holdings to the Empire.

The new weapons brought a new opponent into the mix - the Shantha.

Fearing a new Shyee, the thriddle sage Salrough Gomo negotiated a treaty and returned Burdoth's borders to the original provinces, freed the Sobayid, established the nations of north and south Khodre under the control of Allonkarb's illegitimate daughter, Saress. Allonkarb died with his empire securely in the hands of his son Dhandrenn and a well armed military.

For nearly a generation Burdoth has been in renaissance. Earth-tec opportunities in tools and agriculture, as well as weapons, have allowed a boomingeconomy and flourishing population to tour the world as a new luxurious social class. Drenn, the recognized citizens of Burdoth, enjoy rights and privileges unknown to non-Burdothians and drennship has become the ticket to wealth and security.

Jorune today is a blend of primitive and technologically sophisticated cultures. Free and independent nations trade, and sometimes war, with each other. Agents of the querrids seek new information on the secret past of Jorune. Tauther - those who seek drennship - serve the nation and Drenn to earn their rights. A thousand unlanded classes work, trade, travel, explore and dream.

Welcome to Jorune.

The Slarcha, from the Age of Monsters.

Getting Into Jorune

Skyrealms of Jorune is an established role playing game with a loyal following in Australia, North America and Europe. The world contains one of the richest, detailed worlds in any fantasy settings. In 1995, SSI released a computer game, *Alien Logic*, based on *Skyrealms of Jorune*, but after the publication of *The Gire of Sillipus* by Chessex, the release of commercial Jorune product has been halted until some technical problems can be resolved. Thanks to the Internet, more people have been able to discuss the game in greater detail than ever before.

Third Edition material is still available from Chessex and can be special ordered through your local game or hobby shops through the Chessex catalog the shop owners already possess. Both new and old Jorune material appear regularly on the internet rpg marketplace and on the used game shelves of many gaming shops.

It is all still available.

However, a problem in the three editions of the role playing game has been the system. While the Third Edition system was ultimately a very playable game, the explanation in the rule book was difficult to follow and did not really follow the designer's intent. Most people have played Skyrealms of Jorune have done so in a variety of existing and patch-work systems, ranching from the original systems published in the first and second editions, to BRPS/Chaosium percentile systems, HERO and GURPS 3d systems and dozens of individual designed variants of the published system.

The purpose of *PLUS Jorune* is to make the world available to more people through the miracles of net-publishing. *PLUS Jorune* is not a product of, nor does it represent, official development of the game, the system or the world of Jorune. *Skyrealms Of Jorune* is a trademark of Skyrealms, Inc., and this version of the game is not intended as any challenge to the copyright, ownership or trademarks to the game.

PLUS Pro Jorune may not be sold.

To play *Skyrealms of Jorune* the Sholari will need to have at least one copy of the *Skyrealms Of Jorune 3rd Edition*, published by Chessex. A copy of *The Sholari Companion/Sholari Pack* is highly recommended, also available from Chessex. Other *Skyrealms of Jorune* supplements that may prove useful include *The Sobayid Atlas* and *The Gire Of Sillipus*. Recommended 2nd Edition materials included the main rules boxed set, which includes the *Sholari Guide, Tauther Guide*, and *Player Guide*; the *Companion Jorune: Ardoth, Companion Jorune: Burdoth, Earth-Tec, Shanthas Of Jorune* and *Playing The Iscin Races* supplements for the 2nd Edition of the game.

The new Jorune home page address is:

http://users.aol.com/talewind2/Jorune

For a print-out photocopy of this document and a copy of the document in .pdf on disk is available at cost. You may contact the author by e-mail (radiojoe5@aol.com) or by writing Talewind Print & Production, 283 Columbine Street #119, Denver, CO 80218.

Special thanks to Andrew Leker, Miles Teves and Amy Leker-Kalish, for the creation of the world and the years of dedication in bringing the pencil, paper and dice version of the game to players around the world.

Thanks also to Dan Beyer; Mark Wallace; Janice Sellers; the many players in my living room, the various gaming groups at DunDraCon, Origins, OrcCon, Stratigicon, and GenCon; to Richard Eide for suggestion a simple starting point for the games, to Janice Sellers and David Ackerman for their assistance in reviving Jorune, to Shawn Smith for HIS *Galactic Legion* game and system, which have helped shape Plus Jorune; the people on four continents who help get PLUS through five revisions to make the Pro version possible, and to the players on the Jorune internet mailing list who kept the interest in the world when mine was lagging (information on the mailing list is available through the web site).

And an extra special thank you to Jim West who developed the point based system used to create this variant of *PLUS* , which will get to see the light of day some time soon (we hope), as well as for creating the computer models which prepared the actuarial tables on which the die distributions were calculated.

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RACES

Not all of the races of Jorune are available as player races. Because of the problems of game mechanics and balance, certain races have been relegated to the area of NPCs (Non-Player Characters) or ZIPz (Zeitgeist Instant Profiles).

You are free to choose any of the shown player races and apply the set of racial characteristics to the development of your new player character, following the modifiers, restrictions, bonuses, and penalties as shown below. There is no "best" race – some races are better able to handle particular situations than others and most races have some area of inability.

RACIAL NOTES

There are a number of races you will encounter on Jorune. This is a summary of the known races (never close your mind to a new idea) and the races which can be chosen as player races are indicated with (PC - Phase #). This is Phase 1 of the listing.

ACUBON (PC - Phase #2).
Acubon are a fresh water human mutation found in the eastern waters of Lake Dah-uh-deh. Their language has been simply called Acubon. They are quiet, secretive and hold Revealing family information as a betrayal to their tribe. They have no known religion but are very environmentally sensitive and do not take well to strangers invading their territories, but seem to live in harmony with several of the neighboring Blount family groups. They must keep moist or they will dy from rapid dehydration. Acubon possess the secret of coleels, a opal-like gemstone infused with an inner fire that captivates all who see it..

Acubon Notes	
Homelands :	Lake Dah-uh-deh
Language :	Acubon (1P to understand Salu)
Taboos:	Revealing family Matters to outsiders
Religion:	Nature - water and weather
Weaknesses:	Must keep moist or skin is damaged
Special :	Makers of the coleel gemstones

BLOUNT (PC - Phase 2).
Blount were the first of the Iscin races and share the waters of Lake Dah-uh-deh with the Acubon and merchants who trade along the shores. They speak Ablanth and consider the adoption of human customs to be offensive, although many blount have become successful in service and bartending work. They do not Worship Iscin, but revere him as the race's creator, and also honor Mayatrish, who taught tolerance for all the races of Jorune. They carry containers of a noxious mixture call malthin, which can serve as an intoxicant for blount, or a vicious stink-bomb against their enemies. Like the Acubon, they must keep moist to survive and in hot climes maintain "wet beds" - barrels of brackish water - at their workplace and their homes.

Blount Notes	
Homelands	Lake Dah-uh-deh, most port cities
Language	Ablanth
Taboos	Taking on human affectations
Religion	Varied, Mayatrish dominant
Weaknesses	Must keep moist or skin is damaged, possibly fatal, physically weak
Special Note	Uses noxious Malthin as weapon.

BOCCORD (PC - Phase 1).
A robust human mutation that now calls the old Bronth homes of Crendor as their home. Ros Crendor (ros in Boru means "original") is a source of great pride for the boccord, home of many shanthic ruins and a large thoos-ah near Ro-Obis. Revealing the details of Ros Crendor's society is sure way to lose kri - the personal and family honor that boccord revere more than all other concepts. Boccord do not tolerate immigration by non-boccord, but travelers will be allowed for brief periods in certain coastal cities. Older boccord may develop exceptional isho interference skills, becoming histin, advanced dysha teachers.

Boccord Notes

Homelands:	Ros Crendor, most human realms
Language:	Entren
Taboos:	Revealing Ros Crendor's secrets
Religion :	Varied, Mayatrish dominant
Weaknesses :	Must eat a lot to survive, expensive to feed
Special :	Ros Crendor has working t'hoosa

BRONTH (PC - Phase 1).
A later Iscin race based on Terran bears, the bronth have built their home in Dobre, Yobreh, Crendor and the Hobeh. Their language, Boru, shares many characteristics of Woffen Thowtis and each can understand about half of the others language. Bronth enjoy festivals, games and set a side special days for the memory of Iscin, his death, the great wanderings and other sorrows. The bridge at Yobreh harbor is one of the great wonders of Jorune - nearly fifteen miles long with arches to allow the tall masts of sailing ships to pass beneath. A light burns in a great stone lantern at the seaward apex of the bridge and small replicas of the bridge or the light are shared among the friends of many Bronth for celebration of Day Iscin. While burdened with poor sight and poor hearing, their sense of smell is acute and their compassion for other races is unexcelled. Bronth founded the Green Order, a society of healers comprised mostly of bronth and muadra, to offer services to the sick and injured. They never demand a fee but survive quite well on donations. It was the bronth entry into the Energy Weapons War that prompted the final success of the negotiations started by Salrough Gomo.

Bronth Notes

Homelands:	Dobre, Hobeh, some coastal cities
Language:	Boru (Thowtis 1B)
Religion:	Iscin, as a great person, some Mayatrish
Weaknesses:	Poor sight

CORASTIN (PC - Phase 2)
A servitor race of a lost invasion fleet, the Corastin live in many swamps, marshes and have become a familiar resident of many large cities. The physical restrictions on their use of language should not be taken as a sign of low intelligence - many corastin understand many languages and in the company of an interpreter (Entris) someone could be surprised with their knowledge. Corastin are very sensitive about the value of their work and prefer to accept payment in bit-coins, rather than receive a few coins of larger value. A corastin will not tolerate an insult on the quality of his work or the value of his word. If a corastin holds you in special esteem, he will worry a large scale from his back or shoulders, and present you with the still bleeding part of himself. Admiration is expected, as well as elevating the scale to a position of honor (at least in the Corastin's presence), and no other repayment is expected.

Corastin	
Homelands:	Swamp and coastal town
Language:	ggra'k, but may understand many
Taboos:	Insulting honor or another person's value
Religion:	Family contacts
Weaknesses:	Pride
Special:	Corastin are very sensitive and offend easily

CRUGAR (PC - Phase 1)
Crugar, the second Iscin race hold the vast plains of the Temauntro as their home, but have always desired possession of Gauss Valley, where Iscin, at his remote lab first gave them life. Crugar have invaded Gauss Valley many times in the last 3500 years, and have been driven off into the Doben-al desert, which divides the Temauntro from Gauss Valley. The society is largely nomadic with only three recognizable cities in the western Temauntro. Family groups or pawms prowl the plains in an eternal hunt and groups will frequently war on each other for better hunting territories. The crugar are driven by a fanatical worship of Iscin and treasure anything of his artifacts. Choundra, the first crugar, killed his creator in a confrontation with the anti-thone prototype Karl Bomoveris. On Iscin's death, Choundra and his brothers and sisters took the rest of the Iscin races away from Gauss in a saga still called the Great Wanderings. Crugar share their language, chuan tse, with the Cygra.

Crugar Notes	
Homelands:	Temauntro
Language:	Tchaun tse
Religion:	Iscin fanatics
Weaknesses:	Poor sight
Special :	Fanatic Iscinists

CYGRA (PC - Phase 1)
Cygra are a variant of the crugar and are believed to be the race Iscin was hoping to create. In several writings he mentioned how disappointed he was with Crugar. Cygra have longer, paler fur than their crugar cousins, have a slightly better temper and have worked their way into the fabric of human society in Jasp, as well as settlements in the North Temauntro and western Khodre territories. They share their cousin's language (Tchaun tse), are slightly less fanatical in their devotion to Iscin, and can run on all fours when required.

Cygra Notes	
Homelands:	North Temauntro Jasp and Khodre
Language:	Tchaun tse
Religion:	Iscin moderates
Weaknesses:	Poor sight
Special:	Kinder, Gentler crugar

HUMAN (PC - Phase 1)
Look down. See you? That's a human just like the one's on Jorune. Humans have established several realms on Jorune, from the cosmopolitan society of Jasp in the north, to the fanatic human-only society of Thantier in the south, with the nations of Burdoth and Heridoth in between. The language has evolved over 3500 years into "Entren" but some scholars can read and write various Earth tongues as a classic languages. Humans are identified by the genetic locks on Earth-tec weapons and devices. In the hands of a true human a piece of Earth-tec will power on and allow its use. A broken or modified Earth-tec device will sometimes activate for a non-human or a human variant, but that is not a circumstance to be counted on. Earth-based humans have the same variety of mood, skin, hair and intelligences as their ancestors on our world. While some Earth religions survived, usually preaching Jorune as God's punishment for leaving the home prepared for man, most humans share a mystic view of the Isho of Jorune - the Sho Sen. At death the bodies are burned to "release" the soul into Sho Sen and the ashes are returned to the soil.

Human Notes (PC - Phase 1)	
Homelands:	Burdoth, Heridoth Khodre, Jasp, Thantier
Language:	Entren
Religion:	varied, Earth-based, Isho, Mayatrish
Special:	Can use Earth-tec through geno-locks

MUADRA (PC - Phase 1)
Muadra are a small human variant which can be found in most human realms except for Thantier. They spent generations as an easy target for abuse by other races until the Caji Gends discovered that muadra had a mutant ability to manipulate isho and learned the secrets of isho weaving from the Shantha Sho Copra Tra. The discovery of isho abilities and the rise of the militant Maustin Caji created a great deal of fear of muadra. To this day, Burdoth maintains a corps of diajic - isho-police - who use the isho charged flesh of the daij fish to see isho concentrations. A few muadra also serve as daijic in the Ardothian force, but are looked down upon by their kinsmen. Muadra have faired best in the trading nation of Jasp, the restructured Burdothian Empire under Dharsage Dhandrenn, and with the caravans of the Doben-al. Since the rescue of besieged woffen by the Maustin Caji in the Gauss Valley, where invading crugar attacked hospitals with woffen plague victims, the woffen and muadra have shared a special appreciation of each other's culture and muadra-woffen partnerships are not uncommon.

Muadra Notes	
Homelands:	Most human realms, Doben-al desert
Language:	Entren
Religion:	Mayatrish, Isho
Weaknesses:	Smaller and weaker than most races
Special	The second most capable weavers of isho.

SALU (PC - Phase 2)
The salt-water variant of humanity can be found in most coastal waters. Salu are excellent shipbuilders and the fastest sea vessels on Jorune come from the Salu shipyards. While making solid and watertight ships for other races, Salu make their own ships open tot he water with crew and Salu-passengers riding the keels and outriggers. Cargo on a Salu vessels is carried high on a special deck constructed for the purpose and delivery times on the Salu chausis is the shortest. Their language is related to the Acubon tongue, but the Salu spend little time in contact with their fresh-water brethren. A Salu can lose all of his or her aquatic ability if left on dry land for too long. While it will not kill them outright, the condition is permanent and the afflicted dry Salu are known as salibe.

Salu Notes	
Homelands:	Most coastal areas (salt water)
Language:	Salu (1P to understand Acubon)
Religion:	Nature, water, tides and weather
Weaknesses :	Must keep moist or lose their aquatic abilities (Salibe)
Special:	Shipbuilders, Navigators, Traders

THIEVING (PC - Phase 2)
A mutation of the alien Ramian, the thivin appeared for the first time outside Voligire less than 300 years ago. In that time they have proven themselves adapt business people with great personal industry, family group production, and the shrewdest merchants on Jorune. A "thivin's five" is four, etc. Every thivin will either be able to do business with your directly, or has an uncle or a cousin who just happens to be in the business you are looking for. Thivin swords are second only to shanthic blade for workmanship and quality. Because of their interest in trade, they have bonuses with almost any race they encounter, but because of their upbringing are not well schooled in the arts of war. Thivin can be found in most major cities and manufacturing enclaves in rural regions. They also run or partner with most of the caravans traveling Jorune.

Thivin Notes	
Homelands:	Coastal areas and Metropolitan cities
Language:	Thuak
Weaknesses:	Greed
Special Note:	Expert traders and craftsmen

TOLOGRA (PC - Phase 2)
The last of Iscin's Children - interbred with human and the big cats, tologra males sport lionesque manes, are quite strong, have a chance of activating Earth-tec weaponry, and have some isho weaving abilities. Long thought to be a legend, Iscin's Lost Race appeared in Ardoth three years ago with a small trading mission. They have penalties to interactions with many races, are not generally trusted and have yet to find their way into the mainstream of Jorune society. Their homeland Sharden is seldom visited but a new leg of the Jaspian airship fleet has included Sharden in its regular air service, which may bring changes. Their language, Hotha, is so far removed from the other Iscin tongues that very few people have learned it, and Tologra are still learning Entren. Their indulgences in sensual pleasure has lowered them in the eyes of the more established races.

Tologra Notes	
Homelands:	Sharden
Language:	Hotha
Religion:	Iscin, Nature
Weaknesses:	Sensualists
Special:	Limited isho ability and may use Earth-tec

TRARCH (PC - Phase 2)
Trarch are a brutal human mutation with strongly muscled bodies and pale blue skin. Tusks grow from the lower jaws of both males and females, giving older members of the tribes extra weapons, should they be needed. Trarch speak Troffa and use their heavy war clubs to emphasize their statements and to indicate that they want the floor in the discussion. Trarch live on the mainland and islands of Drail, but will travel great distances to trade. Trarch require a bribe - purchase of a trading coin - to open discussions with them. The bribe can be a bauble, a tool or a favor. The Draili Trarch worship shanthic and Earth-tec artifacts and, from the detail shown in their wood and stone carvings of the objects, they may have first-hand knowledge of some relic sites.

Trarch Notes	
Homelands:	Drail, seaports
Language:	Troffa
Religion:	Earth-tec, Shantha
Weaknesses:	genetic throwbacks
Special:	Trarch are human mutations and may know of Earth-tec

WOFFEN (PC - Phase 1)
The creation of Woffen from human and wolf genetic material, after the disaster of the Crugar, pleased Iscin, and woffen feel a very comfortable superiority to the crugar. Woffen will seek out crugar to start fights and it is not unusual to come across a band of young woffen traveling across the empty wastes of the Doben-al on their way to or from crugar battles in Temauntro. Woffen will gravitate toward muadra when they find them, and the two Woffen females have problems bringing pregnancy to a successful conclusion and all pups are considered the responsibility of any adult Woffen who may be around. Treating pups to treats and gifts is a good way to work your way into a new Woffen group. Woffen have a very human temperament with most thing, but have a particular weakness for strong drink. Woffen outcasts created by uncontrolled drinking are shunned as "authew" and a culture of anti-drinking is strong in the woffen lands of Anasan and Lundere. Woffen are brave and, if you earn their respect (or pay well), loyal. Hundreds of woffen work as sailors to get from one land to another, just to satisfy their longing for adventures. The woffen language of Thowtis is very similar to Boru and bronth and woffen can often communicate well with no training in the other's language.

Woffen Notes

Homelands:	Lundere, Anasan, Metropolitan cities
Language:	Thowtis (Boru at Thowtis w/1P)
Taboos:	harming children or pregnant women
Religion:	Iscin, moderate, Mayatrish
Weaknesses:	susceptible to drink and extreme alcoholism (awthew)
Special :	Expert sailors

Races You Will Not Be Playing

Jorune's is a strange world where several races have learned to share the world. Some will be available for you to play in the game, and other ... you will simply encounter. There are secret knowledge to each race, but there is a level of public knowledge, also.

THRIDDLE
These pear-shaped, stalk-eyed aliens are the language masters of Jorune and brokers in a wide variety of knowledge and artifacts. Their fortress island of Tan Iricid houses a great museum with far more information about the past of Jorune than many people expect. Thriddle are born through a mating process never observed by the outside. Every five years a new crop of thriddle babies arrive and the Thriddle find it impolite for you to ask. Thriddle may instigate some of the greatest intrigues on the planet, but few have the stomach for a fight. When frightened they will involuntarily release a foul stench through their "trid nodes", located on the top rear of their pear shaped bodies. Some thriddle have learned enough isho skills to be "fadri" - instructors. They will give you half an answer for each question you ask, and maintain a series of Thriddle centers around the planet - always a good place to stop for some information, or a job (check the board at the Thriddle Center).

SHANTHA
The recognized original inhabitants of Jorune, the eyeless Shantha are an object of terror or awe for the other races. They are not dependent on their personal isho levels to weave massive dyshas, or create new isho constructs on a whim. They prefer walking through warps to get where they want to go and will only be seen in other forms of transportation for special reasons. Shantha live underground and belong to one of the seven Lih-al by birth. Their underground cities are usually built where a skyrealm is about to break free of the ground - Shantha stabilize the birthing skyrealm and create homes and civic centers in the huge caverns opened beneath the crystal rich mountains. Shantha see by isho and can observe you without facing you, which can unnerve some travelers. Ud Sho Gobey is the current speaker for the Shantha and lives with a resident Tra-Shantha in Ardoth. Desti is an island west of Temauntro where Shantha keep the old ways. Travelers are not forbidden, but no provision is made for those requiring non-shanthic foods.

RAMIAN
A fierce race of blue-skinned warriors who undergo periodic changes of temperament and body. During times of chiveer, assumed to be a mating bloodlust, bony spikes appear over the ramian's body and their ability to resist the impulse to kill cannot be suppressed. They will attack with their great stone

swords with a gusto unknown to other races. The ramian who is able to withstand his or her own bloodlusts may wear a circlet of distinction and will explode veins on the sides of their head, indicating the depth of the struggle to retain 'chiven-rachu-eh', or master of one's self. Oddly, there are records of heroic and admirable ramian, though most members of the general public may not believe that such a thing is possible.

CLEASH
Huge, beetle-like denizen of the Trinnu Jungles between Burdoth and Anasan. Cleash have been spotted in other areas of Jorune - the plains of Western Temauntro, the ice fields of Gilthaw, or the wastes of the Doben-al. Periodically clean have attacked Tan Iricid, home of their blood enemies, the thriddle. Cleash produce egg capsules from a special orifice in their abdomen, which can be created by the conscious control of the cleash to become throw-explodes, smoke, acid, blinding flashes of light. Cleash control Scarmis as their personal servants, apparently by chemical codes released near the scarmis. Cleash will also 'fry' their own eggs to create a type of money that is highly prized - 'cleash eggs' are transparent pods about eight inches long and three inches wide, often amber or pale green colored, in which the translucent embryo of an unborn cleash can be found. As a barter item, 'cleash eggs' are valuable, although the upper society of the civilized realms consider them proof of the cleash inhuman disregard for life.

SCARMIS
A tall and slender race of servants to the cleash, scarmis resemble the praying mantis of lost Earth. They are fierce fighters and when encountered away from their cleash masters, quite docile. A few free scarmis live in Ardoth and regularly win beagre-hunt competitions. Their language is difficult and their usual greeting is 'Please wet me down' and the proper greeting by most non-scarmis to scarmis is 'Please DON'T wet me down' Scarmis often cultivate a slender reed like tree which they rub up against, but do not seem to eat.

LAMORRI
The very lucky may know about the Lamorri. They were an invading force that came to Jorune a thousand years ago and temporarily enslaved the Shantha. The Eelshon-she-evid is a shanthic representation of the Lamorri, as are the Lamorrid evids. Lamorri brought ramian, croid, corastin, and thriddle as their servants, and the cleash came with the Lamorri as their partners. Somewhere out there the Lamorri may still exist. After fifty years of enslavement, a Ca-Desti known only as The Desti, rose up to expel the Lamorri. The Desti built isho-cannon that shot a lamorri ship from the sky and he created a whole new war technology to use against the invaders. The lamorri left, abandoning their slaves and their partners, and have not returned. Yet.

CHOOSING A PLAYER RACE

At the opening level of the game, only Human, Muadra or Boccord may be chosen. These are humans and human variants which will allow a new play to get into the world to sample the flavor of Jorune before expanding into other races.

The Iscin races of Bronth, Crugar, Cygra, Trarch and Woffen will be made available before long and, after a while, Corastin, Thivin, Blount, Acubon/Salu and Tologra will be added to the rules.

There are advantages and disadvantages to each race. The Iscin races and alien races should not be played just like humans wearing a funny mask - they are different cultures, creatures and attitudes. Allow yourself time to explore Jorune as a human variant before trying one of the more difficult races.

Base Modifiers (Phase 1)

	Boccord	**Bronth**	**Crugar**	**Cygra**	**Human**	**Muadra**	**Woffen**
Strength	1B	2B	1P	1P	-	2P	-
Reflexes	1P	2P	2B	2B	-	1B	1B
Education	1P	-	1P	1P	-	1P	-
Will	1B	-	1P	1P	-	-	1P
Charm	1P	1B	2P	1P	-	-	1B
Intuition	1P	-	1P	1P	-	1B	1B
Isho	1P	1P	1P	1P	2P	2B	-
Sight	-	-	2P	2P	-	-	1B
Hearing	-	1P	1B	1B	-	-	1P
Smell	-	-	1B	1B	-	-	1B
Taste	-	-	-	-	-	-	-
Touch	-	-	-	-	-	-	1B

Racial Modifiers

	Boccord	**Bronth**	**Crugar**	**Cygra**	**Human**	**Muadra**	**Woffen**
Lifting Wt.	STR x 70 lbs	STR x 80 lbs	STR x 40 lbs	STR x 40 lbs	STR x 40 lbs	STR x 30 lbs	STR x 40 lbs
Injury Mod	-4	-6	-	-	-	+2	+1
Damage Mod	+4	+6	-	-	-	-2	-1
Isho Factor	1	.5	.5	.5	..25	2	1
Isho Restore	5 days	5 days	3 days	3 days	15 days	daily	4 days
Running Speed	b	b	a	a	a	c	a

a = STR+REF+WIL/3 b = STR+REF+WIL/2 c = STR+REF+WILL/3 (1P)

Racial Awards

	Isho Mod.	Parental Benefit	Average Height	Average Weight	Other Languages	Common Weapon
Boccord	0.5	1d, each Parents Occ.	6'8"	260	-	Sword 3
Bronth	0.5	1d, each Parents Occ.	7'2"	350	Thowtis=Boru -1	Club 3
Crugar	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Cygra	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Human	0.5	1d, each Parents Occ.	5'11"	180	-	Knife 2
Muadra	3.0	1d, each Parents Occ.	4'10"	115	-	Knife 2
Woffen	1.0	2d, each Parents Occ.	5'7"	160	Boru=Thowtis -1	Sword 2

Interactions

When dealing with other races, your character will usually have a positive or negative reaction to that race. The following Bonuses and Penalties will be considered by the GM. Interactions can apply to conversation, etiquette, language, or other dealings between races.

B = Bonus die P = Penalty die

	Boccord	Bronth	Human	Muadra	Crugar	Cygra	Woffen
Acubon	1P	1P	1P	2P	2P	2P	1B
Blount	1B	1B	1B	1B	2B	1B	1B
Boccord	2B	2B	1B	1B	3B	2B	2B
Bronth	1B	1B	2B	2B	2B	1B	2B
Cleash	4P	4P	4P	4P	4P	4P	5P
Corastin	1P	1P	2P	1P	2P	1P	1B
Croid	2P	2P	3P	3P	3P	2P	1P
Crugar	3P	3P	4P	4P	2B	3P	5P
Cygra	2P	2P	2P	3P	1B	2P	4P
Human	1B	1B	2B	2B	1P	1B	2B
Muadra	1B	1B	1B	2B	2P	1B	3B
Ramian	4P	4P	5P	4P	5P	4P	4P
Salu	1P	1P	1P	1P	1P	1P	1P
Scarmis	2P	2P	2P	3P	2P	2P	3P
Shantha	3P	3P	4P	1B	4P	3P	1P
Thivin	2B	2B	3B	2B	1B	2B	4B
Tologra	1P	1B	1P	1P	3P	2P	1B
Trarch	1P	1P	2P	0	2P	1P	1B
Woffen	1B	1B	2B	2B	3P	1B	1B

An Introduction to PLUS Jorune

PLUS - Players Levels Utility System is a Characteristic or 'Stat' based system, where your skills are governed by a specific Characteristic. You will have a number

You will normally have 2 dice (2d) to roll to add to the governing Characteristic to achieve or exceed a TARGET NUMBER to succeed at an action or a task in the adventure. Sometimes your Sholari may allow you to roll directly on a Characteristic to achieve a Target Number (but not always). If you have levels in an appropriate Occupation, Benefit or Specialty, the Sholari will direct you to roll those dice in addition to the base of 2d.

Levels can be added to skills. Each Level indicates an extra dice to roll with the base of 2d, to add to the governing Characteristic to achieve the Target number. Extra Levels increase the ability to utilize the benefits of the FATE DICE system. There will limits to the number of Levels you may add to your roll.

PLUS Pro uses the same dice features as are used in P.L.U.S - FATE DICE, TRASH DICE, LUCK DICE, ORACLE ROLLS, BONUSES and PENALTIES. These allow difficult tasks to be accomplished, rolls to be modified to meet the circumstances, and to create the possibility for spectacular, superhuman feats with a minimal number of dice. The system is easy to learn and can model the reality of the game, pitting characters with extremely different levels of ability in confrontations with a realistic shift in scale to suit the needs of the races.

HOW TO USE DICE IN PLUS

In a role-playing game, you, the other players and your Gamemaster will create a moving narrative involving your character's actions in an imaginary world created by the Gamemaster. You decide what your character does – or attempts to do. Your game master will have you roll dice according to the number of dice you have put into the appropriate characteristic, skill or ability. In PLUS you want to roll a high number, and the more dice you have the easier it is to roll a high number. With Fate Dice and Luck Dice, you may only have 2d to roll but can still roll well into the 20s and 30s.

The Gamemaster will decide what other characters – those not played by real people – do or attempt to do. The GM rolls dice for the non-player characters (called ZIPs), animals and the machinations of fate.

You will roll dice to determine the success or failure of your character's actions and tasks. When you throw dice, you will roll the number of dice you have distributed into the characteristic, perception, athletic, career, specialty or weapon that the GM agrees can be used in the situation facing your character. You roll your dice, total the numbers appearing on the top of each die. You will need to meet or exceed a Target Number to succeed. You remove the 1s that have been rolled (Trash dice), and may choose to re-roll dice that have come up with two or more of the same number (Fate dice).

The Gamemaster may tell you to roll one or more extra dice and then remove the same number of high or low dice as a Penalty or a Bonus, to make your success more difficult or more assured. For particularly important rolls, you may be able to add Luck dice to improve your roll. You must have your dice in place before the game begins. The process is called Character Generation and consists of distributing available dice into your Characteristics, Perceptions, Athletics, Careers, Specialties and Weapons.

When you take an action, or attempt a task, you will roll the number of dice on the Characteristics, Athletic, Perception, Career, Specialty or Weapon that applies to the situation, subject to the approval of your Gamemaster. You will add the dice, using the number on the top of each die. You will modify the total of those numbers in a variety of modifications given by the Gamemaster: Trash dice, Fate dice, Gamemaster's Dice (Penalties and Bonuses) and Toxic rolls.

TRASH DICE

When you roll a die and the number comes up as Ô1' it is disregarded. If two or more 1s are rolled, you may re-roll them as Fate Dice but they do not contribute to a total when calculating the results. If you roll all 1s in a Fate Dice roll, the roll has become Toxic. If a player, ZIP or creature has only 1d to roll and the result is a 1, the roll has failed and is treated as a toxic roll.

FATE DICE

When the same number appears on more than one of your rolled dice, you may choose to re-roll the duplicate dice no matter how many come up as duplicates. If you roll multiples again, you roll again and continue re-rolling multiples until you fail to roll multiples. Fate dice make it possible to perform transhuman feats with very ordinary numbers of dice.

Each set of multiples are re-rolled separately. For example, if you roll on 4d resulted in 2-4-4-2, you would re-roll the 4s and the 2s separately. A roll of all 1s in a Fate Dice roll makes the roll Toxic.

A player is not required to re-roll duplicate (Fate) dice, which may help avoid Toxic rolls. If a player, ZIP or creature has only 1d to roll, fate determines that a 6 may be re-rolled and added to the results.

A TOXIC ROLL

If an additional roll is made under the Fate Dice and results in all 1s, the roll has become toxic and there is a negative result to the character's effort. The action fails and an additional negative event enters the round. This could include striking a member of the party, breaking or losing a weapon, revealing a location, taking damage, or whatever negative result the Gamemaster decides is appropriate to the moment.

Ideally, the effect of roll turned toxic should be as horrible as the roll would have been good before going toxic. Since re-rolling is the players choice, the possibility of losing big should be taken as part of the risk.

For example, a player who had a total of 17 before re-rolling Fate dice and obtaining a toxic result would have something inconvenient happen (like damaging the weapon). A player who rolled 47 and chose to re-roll Fate dice again, only to have the roll go toxic, would have something far more significant go wrong (like shooting a member of the party, revealing the party's position to the enemy, taking the damage intended for the target, etc.).

If a player, ZIP or creature rolled a 6 on the single die roll, and re-rolls with a result of Ô1', the roll has become toxic.

BONUSES AND PENALTIES

From time to time the Gamemaster may designate additional dice to be thrown with the number of dice the player is normally entitled to throw for his or her character. After the dice have been thrown, the Gamemaster will ask you to remove an equal number of high or low dice.

Penalty Dice - If you are asked to remove the equal number of high dice (as compared to the number additional dice Gamemaster required you to roll), it was a penalty which makes your success more difficult.

If the penalty dice to be removed would have counted as Fate Dice, it is as if the extra dice were never rolled for consideration as Fate Dice.

Bonus Dice - If you are asked to remove the equal number of low dice results, it is a bonus, which makes your success easier.

If the penalty dice to be removed would have counted as Fate Dice, the duplicate dice are kept for re-rolling as Fate Dice and the next higher dice are removed from the total.

The Gamemaster may ask to throw extra dice up to a limit of the total number of dice you are throwing. The maximum dice thrown at any one time would be 14 (6 dice in the original pool, 6 bonus or 6 penalty dice, and 2 luck dice).

ORACLE ROLLS

From time to time the Gamemaster may designate additional 2d to be thrown to determine the state of a given scene in the game. These are Oracle Rolls and take the form of a question.

High means a favorable answer, Low numbers mean this is an unfavorable result. With 2d6 a 12 would be great good fortune, 2 would be a disaster.

GIVEN SKILLS

The way in which you distributed your Character Dice will shape your character's Given Skills. For game play, round up fractions.

ATHLETICS

Brawl	STRENGTH+REFLEXES/2
Climb	STRENGTH+WILL/2
Dodge	REFLEXES -1
Fist	STRENGTH -1
Kick	(STRENGTH+REFLEXES/2) -1
Run	STRENGTH+REFLEXES+WILL
Swim	(STRENGTH+WILL/2) -1
Throw (Balanced)	REFLEXES+WILL/2
Throw (Unbalanced)	STRENGTH+WILL/2

BASIC SKILLS

Common Devices	EDUCATION+WILL/2
Conceal Item	INTUITION -1
Conceal Self	WILL -1
Drive	(REFLEXES+WILL/2) -2
Evaluate	EDUCATION+INTUITION/2
First Aid	EDUCATION -2
Follow	INTUITION+WILL/2
Info. Search	EDUCATION
Local Lore .	The traditions, gossip, rumors and oral history of your local area. Base is EDUCATION -1.
Native Language	Specify Language, if culture is literate you have your spoken language at 3d, read at 2d, write at
Speak	1d. If the culture is not literate, spoken is
Read	at 4d and read/write must be purchased with no
Write	base. Other languages are Specialties. Some races get spoken with a related language at 1d lower than their own (Boru/Thowtis, for example)
Negotiate	CHARM+INTUITION/2
Recent Events	EDUCATION+CHARM/2
Search	INTUITION+WILL/2
Stealth	REFLEXES+WILL/2
Survival (specify)	Own at 3d, one adjacent at 2d
Track	EDUCATION+WILL+INTUITION/3

AGE (Three Options)

Your age determines the number of careers you may have and may provide benefits to Cultural Skills and Characteristics. The Careers are not necessarily in the chronological order they were experienced. Your 1st Career can be the one with which you are most identified

Option 1.

The GM sets the age and assigns the dice according to that age, plus the power level bonus.

Option 2.

Roll 2d6 and add 14. If 2 6's are rolled, add 1d6. Other duplicates (Fate Dice/Trash Dice) do not apply to Age generation. Additional age can be purchased by permanently sacrificing 2 LUCK dice to roll 1d6 of additional age. Nor more than 2d6 for additional age can be purchased (costing 4d LUCK).

Option 3.

Start at age 15 and roll 1d6. That is the number of years spent in your earliest occupation. You are then that many ears older. Roll a second 1d6 and that is the number of years spent in the next occupation - add that number to your age. Roll a 3rd 1d6 and that is the number of years spent in the final occupation and by adding that third roll to your age, you have a final age to begin the game.

NOTE: If you use Option 3 and roll a 5 on any single age increase roll, you get one additional Specialty (which may or may not be related to your Career). If you roll a 6 on any single age increase roll, you get two (2) additional Specialties from time spent in that career (so these extra Specialties could be related to your career, or simply something you had the opportunity to learn.

TABLE 1 - AGE KEY TO DISTRIBUTION OF DICE

	Characteristics		Specialties	Careers			Starting Money
Age	-	Givens*	-	1st	2nd	3rd	(Yules)
16	2	+5	5	2	-	-	25 x 2d6 x Mod
17	2	+5	5	3	-	-	50 x 2d6 x Mod
18	2	+6	5	3	-	-	75 x 2d6 x Mod
19	3	+6	5	3	-	-	100 x 2d6 x Mod
20	3	+7	5	3	2	-	100 x 2d6 x Mod
21	3	+7	5	3	2	-	100 x 2d6 x Mod
22	3	+8	6	3	2	-	100 x 2d6 x Mod
23	4	+8	6	3	2	2	150 x 2d6 x Mod
24	4	+9	6	3	2	2	150 x 2d6 x Mod
25	4	+9	6	4	3	2	150 x 2d6 x Mod
26	4	+10	6	4	3	2	150 x 2d6 x Mod
27	4	+10	6	4	3	3	200 x 2d6 x Mod
28	5	+11	7	4	3	3	200 x 2d6 x Mod
29	5	+11	7	4	3	3	200 x 2d6 x Mod
30	5	+12	7	5	3	3	200 x 2d6 x Mod
31	5	+12	7	5	4	3	200 x 2d6 x Mod
32	5	+13	7	5	4	4	200 x 2d6 x Mod

* Total of STRENGTH, REFLEXES, EDUCATION and WILL, plus the number of dice indicated, to distribute as Given Skill Dice, including Senses.

TABLE 2 - HIGHER GAME LEVELS

	Professional	Adventurer	Hero
Characteristics	+2	+4*	+6*
Given	+3	+6*	+9*
Careers	+1	+2*	+3*
Specialties	+4	+8*	+12*

* If your total dice exceed the allowed maximum dice limit, the excess dice may be used in several ways. 1) you have a total number of Benefits equal to the original number of dice allowed.

FOR EXAMPLE: If you have 8 dice, but have a 5 dice limit to your character, you may have 8 benefits to the career at 5 dice, and 3 dice which may be used as "Bonus Dice" for rolls on that career or benefit, or you may apply a +1d to other skills that have not reached the limit, even if they are not related to the source of the extra dice.

AWARDS

The Gamemaster may (or may not) choose to grant certain skills based on your background, your race, your family or other elements of your character creation. These may include increases of Characteristics, Given Skills, Senses or new skills at base levels, all without point cost to the player.

If a player is developing a new career through free-form development, the Gamemaster may give you certain Awards to bring your character into line with the power levels of the game.

Gamemasters are not required to grant Awards, but may to improve the tone of the campaign.

HOLDING BACK POINTS

A player may choose to set aside a few points to buy a few skills later in the game when everyone has a better feel for the world or the campaign. You may not hold back more than 10% of your total skill points.

BODY

This is the amount of damage you can take. Roll 2d and add the value of the dice used in the game (6 for d6 games, 8 for d8, etc.). Your character will have between 14 and 24 body points with D6, 14 to 28 with d8 and 14 to 36 with d12. BODY is lost as damage is taken. Trash Dice and Fate Dice do not figure into Body calculation. Damage is the difference between the attacking roll, the defending roll and any modifiers from Armor, the weapon or a GM determined modifier.

LUCK

Luck dice are thrown with your other dice at a time when you really need to hit a Target Number. This is not a Bonus die, but an extra die you throw to increase the total of the roll.

No more than half the available Luck Dice can be used in a single gaming session.

If you decide it is important for a given roll to succeed after the action or task has failed, you have the option to 'burn' up to two Luck die to roll to improve the roll. Burning a die means that it is rolled, then permanently removed from your Luck Dice and cannot be restored. No more than two Luck Dice may be burned in any single gaming session.

RESTORING LUCK

Luck dice are restored one week after each individual it was used (as experienced by the player character). If you used one Luck die on Monday, and three on Wednesday, you will regain one luck die the following Monday, and three on the following Wednesday. To keep things simple, the Luck die is restored at the same time of day it was used in the previous week. If you used your Luck die at Noon on Monday, it will return at Noon on the following Monday.

CAREERS and BENEFITS

Careers and Benefits are defined by the player, subject to the approval of the GM. You decide what you did for each career and decide what benefits you derived from that occupation. PLUS is a freeform system with a degree of faith required in your Gamemaster.

When you identify a Career, you will have a certain number of dice in that career. For every die given in the Career, you receive:

1 Benefit with 1 Bonus die
1d to add to Given Skills related to the Career

A 3-die career gets 3 Benefits, plus 3 dice to add to Givens as they would be derived from that career. A 4-die career gets 4 Benefits and 4 Given dice, a 5-die career gets 5 benefits and 5 Given dice to distribute.

The Benefit is the special skill or knowledge that is derived from your chosen Career. A benefit could be a weapon, an area of knowledge, a language, or a physical skill. You decide on the particular Benefits from your chosen Career to empower your character for the game.

When called upon to roll on your career without the specific value of the Benefits you have named, your Gamemaster may allow you to roll the full value of the career, the value with Bonus or Penalty dice to suit the situation, or roll a reduced number of dice.

A Career cannot be "all encompassing" – a soldier, a spy, a desk clerk, a reporter, a big game hunter, etc. A Career like Jack of All Trades would be in appropriate for **PLUS**.

SPECIALTIES

You have the freedom to build your character's Specialties as you like. You can think of this as the skills gained from occupations or just the way your character spent his time. Specialties are expressions of life-experience that shape the player character's unique personality and abilities. They include skills obtained from working in specific occupations. Specialties are areas of knowledge or ability without which the character would have no specific dice to throw and no chance to succeed.

COMBAT

Each person participating in combat with another character, animal, device or other opponent, rolls on REFLEXES to determine the order of Combat, High number goes first, with GM-determined modifications. A Combat Order roll is considered Easy. Fate dice do not apply to Combat Order rolls.

The only formula you need to remember in combat is:

(Attack + Additional Damage Roll) - (Defense roll + Armor Roll) = Damage

In an attack, the damage is the difference between the Attack and the Defense. If the Defense is greater than the Attack, the Attack has failed. If the Attack is greater than the defense, the Attack has been successful with damage equal to the points of difference between the Attack and the Defense. If the Attacker's Weapon inflicts additional damage, the Additional Damage is rolled and added to the deference between the Attack and the Defense. If the Defender is wearing Armor, the Armor is rolled to absorb the damage - Armor is compared against the points of damage in a successful attack. If the Armor roll is greater than the attacking damage, the damage has been absorbed by the Armor. If the damage is greater than the Armor roll, the damage above the Armor is rolled against the Defender's BODY and Damage Effects need to be applied against the Defender.

If the Attack has achieve a final damage number greater than six (6) points, the Quality of the success will affect the final damage. Damage may also be modified by the part of the body receiving the damage.

QUALITY OF SUCCESS

In combat, your roll is measured against your opponent. If your roll is sufficiently greater than your opponent, your damage will be modified by the degree of your success. With each level of success your damage is increased and becomes more lethal.

Difference	1-6	7-11	12-17	18-23	24+
Damage Bonus	0	+1	+2	+3	+4

TARGET NUMBERS

When you perform a task without opposition from another player character or ZIP, your will set a target number for the difficulty of a task. When you perform a task in opposition to another player character or an ZIP, you will roll according to the table below. The Gamemaster may not tell you the target number in advance, but will simply tell you whether you failed or succeeded

DIFFICULTIES

The Gamemaster chooses a target number to represent the difficulty of a particular task. The Gamemaster will assess the situation and assign extra dice, if they are appropriate. You will then roll available dice against the target number. The suggested table for difficulties is:

Target			Results	
Easy	**Moderate**	**Hard**	**Task Or Skill**	**Combat Order**
5 or less	6 or less	7 or less	Complete Failure	No action is possible
6-7	7- 9	8-12	Minimal Failure.	Dodge or Run only
8-12	10-13	13-19	Minimal Success	Defense/Attack - 1 Action Possible
13-16	14-19	20-25	Beneficial Success	Defense/Attack - 2 actions Possible, one action with 1d6 Bonus
17-22	20-25	26-32	Significant Success	Defense/Attack - 2 actions possible, or 1 actions with 2d6 Bonus
23 up	26 up	33 up	Legendary Success	Defense/Attack - 3 actions with 1d6 Bonus each, or 1 action with 3d6 Bonus

OPTIONAL COMBAT ORDER RULE

Roll REFLEXES. Divide number by 10. 9 or less, no action possible. 10-19, 1 action; 20-29, 2 actions, or 1 action with 2 bonus dice; 30-39, 3 actions or 2 actions with 1 bonus dice each, or 1 action with 3 bonus dice; 40-49 4 actions, or 3 actions - 1 with 2 bonus dice, 2 with 1 bonus die each; etc.

HIT LOCATIONS

There is a shift in damage according to the hit location. Range weapons are more likely to his the central trunk than a face-to-face melee fight.

Melee Weapons		Damage	Range Weapons		Damage
Body Part	**4d6 Roll**	**Bonus**	**Body Part**	**5d6 Roll**	**Bonus**
Rump/Crotch	4	+4	Rump/Crotch	5	+4
Weapon Arm	5-7	+3	Weapon Arm	6-8	+3
Right Leg	8-9	+2	Right Leg	9-12	+2
Right Flank	10-11	0	Right Flank	13-14	+1
Lower Trunk	12-13	0	Lower Trunk	15	0
Central Trunk	14	0	Central Trunk	16-18	0
Upper Trunk	15-16	0	Upper Trunk	19-20	+1
Left Flank	17-18	0	Left Flank	21-22	+2
Left Leg	19-20	+2	Left Leg	23-24	+3
Other Arm	21-22	+3	Other Arm	25-27	+3
Head	23-24	+5	Head	28-30	+5

AREA DAMAGE

When an area effect is required (such as a volatile dysha unweave, an exploding cleash capsule, an Earth-tec throw-explode, etc.), each of the player characters will roll 4d to determine their likelihood of being hit. Fate and Trash dice to NOT apply to this roll. The GM will roll for the ZIP/NPCs.

The GM will then roll 4d for each die used in the roll used to create the area damage - if the roll is the same as one of the numbers rolled by the ZIP/NPCs or player character, then that character will share damage with any others hit. Damage is divided by the number of people hit - one person takes it all (modified by Armor), three people each take 1/3, six people each take 1/6, etc. Round up on all fractions - you cannot take a fraction of a damage point.

DAMAGE EFFECTS

Every weapon is assigned damage in a combination of d6, d3 and bonus dice. Modifiers for the quality of success and the character's armor can reduce the damage. The actual damage is loss to the player character's BODY is identified by the difference between the success of the Attacking and Defending roll, modified by previous wounds, armor, hit location and the degree of success.

At 1/3 BODY loss, the character is functioning at a 1d6 penalty to actions (roll 1d6 and deduct it from the characters action roll). Each wound taken after 1/3 of BODY is compounded by an additional 1d3 damage. A roll on WILL must be successful for the wounded character to take any action.

At 2/3 BODY loss the additional damage is 1d6. The character must succeed at a roll against WILL to remain conscious and perform any task or action. If an action is possible, the character is functioning at a 1d6 Penalty. Each wound after losing 2/3 of BODY is compounded by 1d6+1d3 additional damage.

At 0 BODY the character is unconscious and will continue losing BODY at 1d6 per hour until treated or dead if the character is untreated. Under professional medical care, the rate will be a loss of 1d6 BODY every six hours if the medical caretakers fail their required rolls to treat the injuries... While being treated, the injured character must reach a minimum BODY of 1. At that point normal recovery can begin.

At a negative body number equal to the original number of BODY, the character is dead beyond healing.

For example: if the character started with 18 Body, at 12 BODY the 1/3 BODY effects would kick in, at 6 BODY, the 2/3 body effects would take effect, at 0 BODY the character falls unconscious and cannot be revived and will begin taking 1d6 of damage per hour (if untreated) or 1d6 damage per six hours (on a failed professional medical care attempt). At -18 BODY, the character is dead and cannot be revived, healed or resurrected.

In most P.L.U.S settings there is no resurrection.

RECOVERY

Wounds will normally recover BODY points at a rate of 1d3 for the first day, 1d for each week until the original BODY level is reached.

If the wounded person is successfully treated by someone with applicable First Aid skills, 1d can be recovered during the first day of the wound. If treated by a character with professional medical skills, the victim will recover an additional 1d points to BODY.

For higher skills, such as a Emergency Medical Technician or a medical Doctor, an additional 1d recovery beyond First Aid can happen in the first day of treatment. Each week of full immobilization under medical care, in a hospital, with a personal attendant or something similar, an additional 1d points of BODY can be recovered.

If the wounds have taken the character's BODY below 0, First Aid and professional medical skills must be successfully applied every six hours to avoid the standard 1d6 additional damage given with treatment a damaged character may die. The six hour treatment of injuries may continue only until a character crosses the threshold of 0 BODY. At a BODY of 1, these extraordinary measures are no longer required and normal healing can proceed. It is possible to recover up to 3d in the first day of the wound (1d normal with 1d for first aid, plus 1d for professional medical care), and up to another 2d during week of recuperation (1d normal recovery, plus 1d for professional medical care).

ARMOR

Armor purchases provide die rolls for armor protection from damage. If your opponent has succeeded with hitting your character, your damage can be reduced if you wear good armor. Three questions must be answered. 1 - Where were you hit? 2 - Do you have armor there? 3 - Is it the right kind of armor? Armor effectiveness is determined a) if your armor provides resistance to the type of weapon being used against you, and b) you win a roll of your armor dice against the damage to be taken (the numerical success of your opponent's attack) against you by rolling your armor dice. If you succeed in your armor roll, you reduce the damage number rolled. If you roll extremely well with armor you can eliminate all damage. Fate dice apply with Armor rolls. The following table provides the number of dice allowed for armor rolls.

Armor	Bludgeon	Slice	Puncture	Burn/ Electrical	Isho	Base Costs
Canvas	1d	None	None	2d	None	15 gu
Cotton	None	None	None	1d	None	10 gu
Denim	2d	2d	1d	2d	None	15 gu
Earth-tec	5d	4d	4d	5d	None	5 gc
Leather	3d	2d	2d	3d	None	4 gems
Padded Leather	3d	3d	3d	4d	None	5 gems
Plate	6d	4d	2d	None	None	1 gc
Ring Mail	2d	4d	2d	None	None	8 gems
Wool	1d	None	None	2d	None	10 gu
Crystal Net	1d	2d	None	None	2d	2 gc
Crystal Studs on Leather	n/e	n/e	n/e	None	3d	4 gc
Crystal Scale	2d	2d	2d	2d	5d	8 gc

Successful Armor Roll Bonus

Roll difference	6 or Less	8-11	12-16	17-22	23-Up
Additional Reduction	0	+1d3	+1d6	+2d6	+3d6

ARMOR TYPES

A variety of armors can be used, and usually only the armor appropriate to the setting can be used. Check with your GM. Cost is according to the campaign setting.

Effective Code: Bludgeon (B), Puncture (P), Slicing (S), Electrical (E), Fire (F), Isho (I)

LEATHER AND FABRIC

Type	Cover	B	P	S	E	F	I	Penalty
Leather Shoe/Boot	F	Y	N	Y	Y	Y	N	
Canvas Shoes	F	Y	N	Y	Y	Y	N	-
Cotton Clothing	n+a	-	-	-	-	-		
Felt Hat	S	Y	N	N	Y	Y	N	
Heavy Long Coat	LTA	Y	N	Y	Y	Y	N	
Heavy Uniform	STAHL	Y	Y	Y	Y	N	N	
Leather Boots	F	Y	N	Y	Y	Y	N	
Leather Shoes	F	Y	N	Y	Y	Y	N	
Leather Chaps	L	Y	N	Y	Y	Y	N	
Leather Jacket	TA	Y	N	Y	Y	Y	N	1dP Reflexes
Leather Pants	HL	Y	N	N	Y	Y	N	1dP Reflexes
Leather Vest	T	Y	N	Y	Y	Y	N	
Leather Helmet	S	Y	N	Y	Y	Y	N	
Pith Helmet	S	Y	Y	Y	Y	Y	N	
Wool Cloak	LHTA	Y	N	Y	Y	N	N	
Wool Suit	LHTA	Y	N	Y	Y	N	N	
Wool Trousers	L	Y	N	Y	Y	N	N	

METAL

Type	Cover	B	P	S	E	F	I	Penalty
Helmet (Military)	S	Y	Y	Y	N	Y	N	
Metal Plate	SHTHAL	Y	Y	Y	N	Y	N	2dP Reflexes/Stealth
Ring Mail	SHTA	Y	Y	Y	N	Y	N	1dP Reflexes/Stealth

EARTH-TEC

Type	Cover	B	P	S	E	F	I	Penalty
MAS Reflector Armor	SHTHAL	Y	Y	Y	Y	N	-	2dP Reflexes/Stealth

CRYSTAL

Type	Cover	B	P	S	E	F	I	Penalty
Vest	T	None	None	None	None	None	Y	
Stud/Leather	TAL	(as leather type, plus)					Y	1dP Reflexes
Scale	HTAL	2d	1d	2d	2d	1d	Y	2dP Reflexes/Stealth

Note: A crystal vest is a lattice open net of metal or leather with itnermitent crystal chunks fixed in the junction fo the strands. Studded leather includes the protection of leather or padded leather, plus the isho protection of evenly placed crystal studs. Scale leather is finely made thin, broad flakes of crystal fixed in an overlapping pattern of 'scales' for broad coverage in a flexible covering.

Coverage code: A = Arms, F = Feet, H=Hips, L=Legs, S=Skull, T=Trunk

Weapons

Every weapon is assigned a damage factor in d6, d3 and/or Bonus dice. Damage is calculate by applying the difference between a successful attack roll and a failed defensive role. To that number you add the Damage Factor for the weapon, missile or ammunition. That total is deducted from the victim's Body. (See Damage Effects for effects of loss from Body.) **Strength** under **Range** means, roll the number of dice you have in **Strength** . The result is the number of yards are able to throw during this action round. **Strength** under **Damage Factor** means damage will be the difference between the succeeding Attack roll and the failed Defending roll, plus the total of a throw of the number of dice the character has in **Strength** , adjusted by the indicated fraction or multiplier.

Damage Bonus and Penalty dice are thrown with the weapon. (*) rolls are unmodified - no Fate or Trash Dice apply to those rolls.

FOUND WEAPONS				**GM Determined**
Weapon	**Cost**	**Type**	**Range (Yards)**	**Additional Damage**
Stick (small)	-	Bludgeon	1/2 Strength	1P
Stick (Medium)	-	Bludgeon	1/2 Strength	
Baseball Bat	-	Bludgeon	1/2 Strength	1B
Wooden Chair	-	Bludgeon	1/4 Strength	1B
Metal Chair	-	Bludgeon	1/2 Strength	2B
Brass Knucks	-	Bludgeon	n/a	+1d6
Rock	-	Bludgeon	Strength	1d6-14d6.(GM determined)
BLADED WEAPONS				
Axe	Gu 200	Slicing	Strength	+1/2 Strength
Dart	Gu	8/3	Puncture	Strength 2X (*)
Knife	Gu 20	Slicing	-	1P
Knife (throwing)	Gu 35	Puncture	Strength 2X	
Dagger	Gu 50	Slicing	-	
Dagger (thrown)	Gu 50	Puncture	Strength 2X	
Dirk	Gu 75	Puncture	-	1B
Short Sword	Gu 150	Slicing	-	1B
		Puncture	Strength	1B
Med. Sword	Gu 250	Slicing	-	+1d6
		Puncture	1/2 Strength	+1d6
Long Sword	Gu 350	Slicing	-	1B and +1d
		Puncture	1/3 Strength	1B and +1d
Shanthic (sm) Gl 200		Slicing	-	1B and +1d
		Puncture	1/3 Strength	1B and +1d
Shanthic (lg) Gl 600		Slicing	-	2B and +1d
		Puncture	1/3 Strength	2B and +1d
BOWS				
Standard	Gu200	Bludgeon	-	2P
Longbow	Gu 250	Bludgeon	-	1P
Steel Arrow	Gu 12/12	Puncture	45	1d6
Sheaf Arrow	Gu 20/12	Puncture	60	1B and +1d
Crossbow	Gu 300	Bludgeon	-	
Wood Bolt	Gu 20/15	Puncture	75	1B and +1d
AP Bolt	Gu 45/10	Puncture	60	2B and +1d

BLUDGEONS

Weapon	Cost	Type	Range (Yards)	Additional Damage
Club	Gu 65	Bludgeon	1/2 Strength	+1d
War Club	Gu 85	Bludgeon	1/2 Strength	1B
Mace	Gu 120	Bludgeon	1/4 Strength	
Morning Star	Gu 300	Puncture	1/4 Strength	2B and +1d

POLEARMS

Spear .	Gu 45	Slicing	-	1B and +1d
		Puncture	Strength x 2	+1/2 Strength
		Bludgeon	-	1P
Trident .	Gu 80	Held (Slicing)	-	1B and +1d
		Thrown (Puncture)	Strength	1P and +1/2 Strength (*)
		Bludgeon	-	1B and +1d

Staff of weapon can be used as small club.
Thrown object ranges are multiplied by Strength, measured 1d6 yards.

PLUS Jorune

Mechanics Examples

Including Penalty and Bonus dice

We have seven characters in the sample. Rolls reflect actual rolls made by the author with d8 dice. We aren't dealing with careers and benefits in the sample). We are using d8s in the sample, but in the **PLUS Jorune** game you can use d6, d10 or d12 dice, depending on the scale your sholari desires.

	Gedo BOCCORD	Obrom BRONTH	Sharsh CRUGAR	Mewa CYGRA	Gim HUMAN	Lavid MUADRA	Del WOFFEN
Strength	4 - 1B	3 - 2B	3 - 1P	4 - 1P	3	4 - 2P	2
Reflexes	3 - 1P	4 - 2P	3 - 2B	2 - 2B	2	2 - 1B	3 - 1B
Education	3 - 1P	2	3 - 1P	3 - 1P	4	3 - 1P	2
Will	2 - 1B	2	2 - 1P	3 - 1P	2	2	3 - 1P
Charm	2 - 1P	2 - 1B	3 - 2P	2 - 1P	2	2	2 - 1B
Intuition	2 - 1P	3	2 - 1P	2 - 1P	3	2 - 1B	3 - 1B
Isho	2 - 1P	2 - 1P	2 - 1P	2 - 1P	2 - 2P	3 - 2B	3
Luck (8 + 1d)	8+3 (11)	8+6(14)	8+7(15)	8+8(16)	8+7(15)	8+4(12)	8+8(16)
Body (12 + Xd)	3d	3d	2d	2d	2d	1d	2d
Result BODY	8-8-3 (31)	5-8-1 (26)	1-7 (20)	7-3 (18)	7-7 (26)	6 (18)	8-8 (24)
Injury Mod	-1P	-2P	-1P	-1P	-	+1B	-1P
Damage Mod	+1B	-2P	+1B	+1B	-	-1P	+1B
Advantage	+2B	+3B	-1P	-1P	-	-1P	-1P

Note: The author reserves the right to revise figures in subsequent drafts.

ISHO DIE ROLLS - Numbers in color are the removed number by penalty or bonuses. Round up on fractions. Trash dice and Toxic dice do not apply to Isho generation rolls. Bonsues and Penalties do not apply to rerolls. Isho modifiers only apply to Isho Points, not Color points.

Roll Isho dice for basic isho points, roll Isho dice for Lih-al Color Points, and then roll Isho dice one more time for points to be distributed into other colors.

	Gedo **BOCCORD**	Obrom **BRONTH**	Sharsh **CRUGAR**	Mewa **CYGRA**	Gim **HUMAN**	Lavid **MUADRA**	Del **WOFFEN**
Isho Roll	7-5-4	5-8-6	6-4-5	7-6-2	8-4-4-7	5-7-3-5-4	3-5-5
Reroll	-	-	-	-	3-5	1-2	3-5
Bonus Roll	-	-	-	-	-	4-8	-
Isho Mod.	1	.5	.5	.5	.25	2+2d	1
Isho Points	**9**	**6**	**5**	**4**	**4**	**32**	**21**
Lih-al Roll	2-6-5	8-3-3	8-8-7	6-2-5	8-8-2-5	7-7-6-7-2	7-7-4
Reroll	-	7-6	-	-	-	4-3-5	8-8
Reroll 2	-	-	-	-	-	-	8-7
Bonus Rolls	-	-	-	-	-	3-8-6	-
Lih-al Color Pts.	**11**	**19**	**15**	**7**	**7**	**49**	**45**
Other Color	6-6-4	4-3-5	1-8-7	7-4-8	8-1-4-2	1-1-2-3-7*	4-2-8
Reroll	-	-	-	-	-	8-4	-
Bonus Rolls	-	-	-	-	-	8-6-2	-
Other Color Pts.	**10**	**7**	**8**	**11**	**3**	**37**	**14**

Did you see what happened? How the Bonus or Penalty dice were applied? Notice how the Woffen - by lucky rolls, built up the 2nd highest number of Isho points, the 2nd highest Lih-al (primary color) rolls, and the second highest Other Color points – all by putting one extra die into the Isho characteristic.

Do you understand how color points are derived by two rolls for Lih-al (primary isho color affinity) and other points?

* under the Bonus Dice rule, if removing the lowest would eliminate a chance to reroll the dice as Fate Dice, you may choose to remove the *next* lowest dice and reroll the doubles.

	Gedo **BOCCORD**	Obrom **BRONTH**	Sharsh **CRUGAR**	Mewa **CYGRA**	Gim **HUMAN**	Lavid **MUADRA**	Del **WOFFEN**
SPECIALTIES (10d)							
4d	Sword	Knife	Sword	Spear	Sword	Spinner	P. Hold
3d	Knife	First Aid	Knife	Sword	Lore (Colony)	L. Blast	Bow
3d	Club	History	Judo	Wrestle	Knife	Knife	Sword

So, with this generation our characters looks like:

	Gedo BOCCORD	Obrom BRONTH	Sharsh CRUGAR	Mewa CYGRA	Gim HUMAN	Lavid MUADRA	Del WOFFEN
Primary Career	Condridj	Iscin	Priest	Condrij	Iscin	Iscin	Githern
Sex	M	M	M	F	M	F	F
Strength	4 - 1B	3 - 2B	3 - 1P	4 - 1P	3	4 - 2P	2
Reflexes	3 - 1P	4 - 2P	3 - 2B	2 - 2B	2	2 - 1B	3 - 1B
Education	3 - 1P	2	3 - 1P	3 - 1P	4	3 - 1P	2
Will	2 - 1B	2	2 - 1P	3 - 1P	2	2	3 - 1P
Charm	2 - 1P	2 - 1B	3 - 2P	2 - 1P	2	2	2 - 1B
Intuition	2 - 1P	3	2 - 1P	2 - 1P	3	2 - 1B	3 - 1B
Isho	2 - 1P	2 - 1P	2 - 1P	2 - 1P	2 - 2P	3 - 2B	3
Luck (8 + 1d)	8+3 (**11**)	8+6(**14**)	8+7(**15**)	8+8(**16**)	8+7(**15**)	8+4(**12**)	8+8(**16**)
Body (12 + Xd)	3d	3d	2d	2d	2d	1d	2d
Result BODY	8-8-3 (**31**)	5-8-1 (**26**)	1-7 (**20**)	7-3 (**18**)	7-7 (**26**)	6 (**18**)	8-8 (**24**)
Injury Mod	-1P	-2P	-1P	-1P	-	+1B	-1P
Damage Mod	+1B	-2P	+1B	+1B	-	-1P	+1B
Advantage	+2B	+3B	-1P	-1P	-	-1P	-1P
Lihal	Du	Launtra	Desti	Desti	Gobey	Shal	Ebba
Isho Points	9	6	5	4	4	32	21
Lih-al Color Pts.	11	19	15	7	7	49	45
Other Color Pts.	10	7	8	11	3	37	14

SPECIALTIES (10d)

4d	Sword	Knife	Sword	Spear	Sword	Spinner	P. Hold
3d	Knife	First Aid	Knife	Sword	Lore-Colony	L. Blast	Bow
3d	Club	History	L. Blast	Wrestle	Knife	Knife	Sword

With Full Character development you would add Given Skills, Senses and the groups of careers and benefits your character is allowed. These are simplified to show the mechanics of the system.

I need to say that Den, the woffen githern, has had EXCEPTIONAL luck in her rolls, but thats what players hope will happen. Obrom seems to be a wimpy bronth (out of shape from too much bookwork?) but everyone seems to fall into the appropriate scale for their race and the damage possible from the weapons.

Encounter at the Atterol

The Atterol Iscin Klade maintains a variety of facilities around Jorune and tonight, under the lights of Shal and Do, a meeting is behing held in the upstairs back room of a remote warehouse in the shipping district of Sal-amarine in north Gauss.

Gedo, Lavid and Del, a team of freelancers are working together, choosing the Atterol warehouse because of earth-tec finds rumored to be stored within (this kind of rumor spreads regularly - it is good for selling drinks). At night it is easy for the trio to approach and for Lavid to enter the building through a second floor window, then let the others in through a downstairs door. She will let the others in through a side door and is annoyed that there is almost no security, which must mean there is nothing of value.

The three begin exploring the goods in the warehouse with the help of a small orb of light, cast by Lavid.

In the office, at the rear and on the second floor, Obrom, Sharsh, Mewa and Gim are discussing the proper way to care for some pieces of old lab equipment which are, by tradition, relics of Iscin's lab in the Gauss Valley. Sharsh, a crugar priest of Chin-ichi, is suggestion the type of fabrics and herms which can help preserve the fragile pieces of paraphenalia. Mewa has accompanied him as a defender of the faith and she doesn't really trust the bronth. Obrom is more concerned about the disposition of the relics for future generations.

The trio quietly pry up the lids of crates and barrels, finding a disappointing collection of axel greases, baking ingredients and drinking mugs, when Del hears something from the back. The three move toward the office.

Gim and Obrom make a role to anylize the lab bits (Obrom rolls 3d on History and Gim rolls 4d on his Education. There are some difficult markings to interpret so the problem is very hard, requiring a minimum of 13 for a minimal success or a 20 for a Beneficial success. Results are 7-3-6 for Obrom for 16, and 2-5-6-2 and reroll 5-3 for 23. Obrom is able to confirm that it is inscribed in Colonial English, but Gim is able to see that the markings are from a first century Thantierian metal shop, which means the bits could not have come from Iscin's lab.

Intuition rolls are called, and Obrom rolls **7-7-5** (Reroll 7s **6-8**) for 33; Sharsh rolls **5-5-3** for 8; Mewa gets **7-6-5** as 11; and Gim rolls **7-5-1** for 12. "Someone is here," Obrom hisses as he falls back to the shadows. Reflexes are called for Combat order (noted as Advantage in the original Jorune) and the difficulty - attack in an office at night - is judged Moderate.

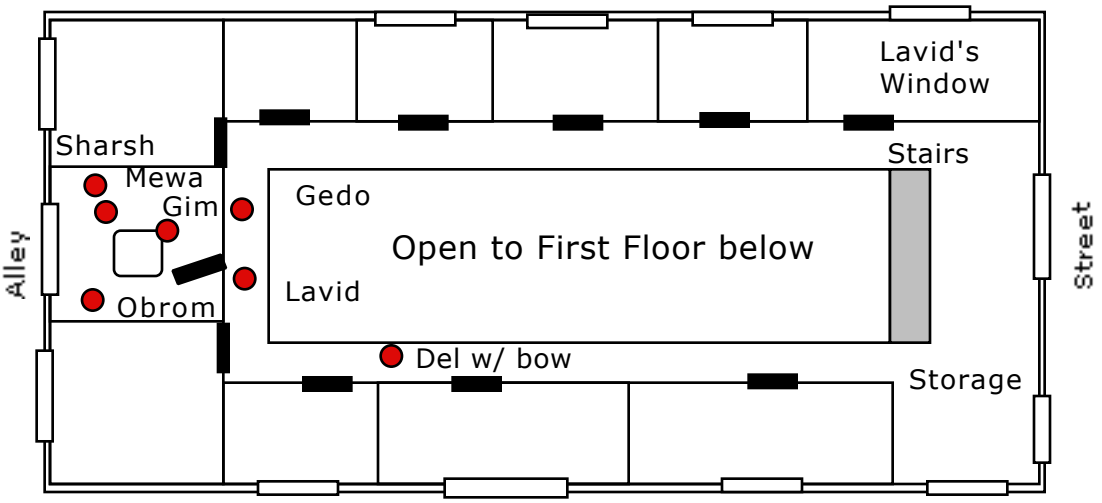
	Gedo BOCCORD	**Obrom** BRONTH	**Sharsh** CRUGAR	**Mewa** CYGRA	**Gim** HUMAN	**Lavid** MUADRA	**Del** WOFFEN
Reflex/Combat	**8-6-5-6**	**3-3-2-2-7**	**6-1-2-2-4**	**7-7-3-2**	**5-4**	**6-5-7-2-3-3**	**8-8-6-2**
Reroll	7-2	8-2	4-1	3-6	-	7-8	4-7

Results	**29**	**23**	**14**	**23**	**9**	**28**	**35**
Actions	3	2	2	2	Dodge/Run	3	3

This is the table to use for Reflex roll for Combat Order:

TARGET			RESULTS	
EASY	MODERATE	HARD	TASK OR SKILL	COMBAT ORDER
5-or less	6 or less	7 or less	Complete Failure	No action is possible
6-7	7- 9	8-12	Minimal Failure.	Dodge or Run only
8-12	10-13	13-19	Minimal Success	Defense/Attack - 1 Action Possible
13-16	14-19	20-25	Beneficial Success	Defense/Attack - 2 actions Possible, one action with 1d6 Bonus
17-22	20-25	26-32	Significant Success	Defense/Attack - 2 actions possible, or 1 actions with 2d6 Bonus
23 up	26 up	33 up	Legendary Success	Defense/Attack - 3 actions with 1d6 Bonus each, or 1 action with 3d6 Bonus

This is the way the characters are located in the scene:



Atterol Iscin Warehouse diagram.

Advantage Rolls

	Gedo BOCCORD	**Obrom** BRONTH	**Sharsh** CRUGAR	**Mewa** CYGRA	**Gim** HUMAN	**Lavid** MUADRA	**Del** WOFFEN
Reflex/Combat	**8-6-5-6***	**3-3-2-2-7**	**6-1-2-2-4**	**7-7-3-2**	**5-4**	**6-5-7-2-3-3**	**8-8-6-2**
Reroll	7-2	8-2	4-1	3-6	-	7-8	4-7
Results	**29**	**23**	**14**	**23**	**9**	**28**	**35**
Actions	3	2	2	2	Dodge/Run	3	3
Declare 1	Open Door	Back up	Backup	Backup	Dive	Hold	Hold w/Bow
Roll	none - do it	none	none	none	2-5-5 / 5-1	-	
Result					17 - hides	-	
Declare 2	Dive in	Lunge	Snarl	Hiss	no action	Hold	Aim
Roll	3-3-5/5-7	3-2-8-7			-		
Result	18 - in				-		
Declare 3	Parry	no action	no action	no action	no action	Hold	fire/cygra

Roll	7-7-8-5/1-7						8-8-5/8-4
Result	34					masses Desti	31

Note: since Gedo has 2 Bonus dice on Advantage, but Advantage is rolled against the Reflexes and he has a 1d Penalty, the player has the option of allowing 1B to cancel 1P and roll the 1B remaining with Reflexes, or can roll both bonus and the penalty die, remove the two lowest and one highest - more complex, but it is the player's option.

The slowest declares first - those with higher advantage get to react more than the slower folk and can declare after, but their action takes place first. Actions are run so everyone with 1 action declares, the action takes place, everyone with a 2nd action, if any, decalres and the action takes place; everyone with a 3rd action declares and then the final action of the round takes place.

The door slams open as Obrom gives the warning -

Action 1

Gim (9)	Screams like a little girl, burns 1 Luck to dive to safety under the desk where they had been meeting. (makes it)
Sharsh (14)	Draws the sword and steps into the shadows of the office. Once there cannot do much but snarl.
Mew (23)	Draws sword and gets in front of Sharsh to protect - hisses.
Obrom (23)	Backs into shadow.
Lavid (28)	Holds to see what is happening in the room.
Gedo (29)	Holds to check
Del (35)	Draws a bead through door - on Mewa - with bow. Holds.

Action 2

Gim	no second action
Sharsh	Masses Desti
Mewa	Dives at Gedo with knife.
Obrom	Lunges at Gedo with sword.
Lavid	Checking room.
Gedo	Dives into the office.
Del	Holds for clear shot.

Action 3

Gim	no third action
Sharsh	no third action
Mewa	no third action
Obrom	no third action
Lavid	Masses Desti for Lightning Blast
Gedo	Parries Obrom's blade
Del	Fires at Mewa

Yow - Mew is hit. It is a range weapon and by the hit location charge on the character sheet, we roll 5d6 for a 4-4-1-1-3. Fate Dice and Trash Dice do NOT apply to Hit location rolls. The total is 13.

HIT LOCATIONS

RANGE		MELEE	
30	Skull	24	Skull
29	Jaw/Nape	23	Jaw/Nape
28	Neck	22	Neck
27	Wrist	21	Wrist
26	Elbow	20	Elbow
25	Gut/Back	19	Gut/Back
24	Upper Arm	18	Upper Arm
23	Hip	17	Trunk
22	Chest/Back	16	Hip
21	Hip	15	Thigh
20	Shoulder	14	Hip
19	Thigh	13	Trunk
18	Trunk	12	Chest/Back
17	Thigh	11	Forearm
16	Trunk	10	Wrist
15	Shoulder	9	Calf
14	Hip	8	Lower Arm
13	Chest/Back	7	Shoulder
12	Trunk	6	Knee
11	Forearm	5	Hand
10	Wrist	4	Vitals/Rear
9	Calf		
8	Lower Arm	Left/Right, Front/Back	
7	Knee	Depend on position of	
6	Hand	character during game	
5	Vitals/Rear	play. Closest is hit.	

A solid hit in the chest - Mewa was facing toward the door and Del had a clear shot. But the weapon does additional damage. Del's roll was not lessened by armor, so Mewa took the full 31 points of damage - and Mewa only had 18. The cygra is already dying, so the extra 3d6 damage done by a simple steel arrow (in this case it was 21 points 5-5-1/6-5 - Fate Dice and Trash Dice apply to additional damage rolls).

First round of combat and one character is lying on the floor, pumping blood that had been her life, two dyshics are ready to loose Desti into the room, an archer has to reload and another Advantage roll is required. The close quarters, the adrenal dump, and the limited information each group has raises the difficulty to Hard.

	Gedo BOCCORD	**Obrom** BRONTH	**Sharsh** CRUGAR	**Mewa** CYGRA	**Gim** HUMAN	**Lavid** MUADRA	**Del** WOFFEN
Reflex/Combat	**6-4-1-1**	**1-8-7-2-6**	**1-8-8-8-5-1**	**Dying?**	**6-8**	**3-7-7-1-5-1**	**1-4-5-6**
Reroll	7-2	as Strength	3-6/2-4			5-8	
Results	**15**	**21**	**31**		**14**	**21**	**17**
Actions	1	2 / 1 w/1B	2 or 1/2B		1	2/ 1 2/1B	1
Declare 1	slash Obrom	grab Gedo	fire Del		escape	fire crugar	Reflex
Roll	7-7-3-2	7-5-7-4-4-8	2-2-2-7-3			3-5-6	2-3-1-8
Result	2-8 = 29	7-2 = 31	2-3 = 16			14	13
Declare 2	No Action	squeeze	fire Del			No Action	No Action
Roll		5-3-6-2-6	7-5-6				
Result		1-7 = 24	18				
Declare 3	None	None	None	None	None	None	None

The office explodes. Gim scrambles to get as far away from the intruders as possible and scrambles away toward the alley wall. Gedo goes for a vicious upswing against Obrom, but Obrom grabs him (his 31 is greater than Gedo's 21, and the extra 24 can do damage (Gedo resists with his own strengh and throws a Strength roll of 6-4-5-7-1, for a result of 22 - ribs crack with 4 points of damage - 2 from the first grab and 2 from the squeeze. They are both big and nearly evenly matched.) Sharsh fires to avenge his fallen guard and BLASTS Del with a lightning blast in the first action - Del dodges with a 13, but the initial bolt is a 16, so it hits for 3. Del is wearing a leather armor vest, but not crystal armor. As the sting of the 3 points of damage hit, the second bolt hits for 18 points ... BUT Lavid has also fired a Lightning Blast for 14 points - Sharsh is already manipulating Desti so the incoming bolt cancels 14 points of Sharsh's damage, but 4 points of it still get through to Del, for a total of 7 points of lsot Body, compared with Del's total of 24 (not yet 1/3 of the total body, just painful).

If someone has first aid, *maybe* Mewa can be stabilized.

I do believe that combat should be sudden, violent and have serious consequences.

Armor is good.

Avoiding combat is better.

Ambushes are great. If you aren't the one being ambushed.

Joe Coleman
5:00AM
October 1, 1997

PLUS Jorune

PLUS: Player Levels Utility System

Adapted from Release 5.2 – September 1996

Character Occupation Models

The following list provide some of the known Joruni occupations with skills that may be choses as Benefits, or which the GM may decide should automatically be given as Awards.

Skills you do not name as benefits to the occupation may still be available to you as Specialties.

Choice of benefits is subject to the approval of the gamemaster.

Occupational Models

These occupations are presented as models for the types of Benefits which can be found under a given Occupation. It should not be assumed that you will get ALL of the listed skills with your choice of occupation.

Taking an occupation more than once will allow you to choose more skills within that job's definition.

Sources: Page numbers indicate **3rd Edition, Skyrealms of Jorune** (Chessex)
Additional information may be found in the **Sholari Pack/Sholari Companion** (Chessex)
Occupations indicated **S1** or **S3** come from **Sholari Magazine** (Talewind)

Awards not showing a specific dice value are granted at career level.

Sample Career Creation

This is a sample of a two careers from Sholari Magazine. It shows a sample modeling for a Ca-Du acolyte - a character who renounced his/her own race and culture to become a new creature of Jorune, under the instruction of a ca-Du sho (teacher), and a generic Adventurer.

Acolyte S1

Follower of ca-Du shantha These people have more access to jorune history than any other occupation, including querrid They must perform ebidu successfully once each day to maintain their bonuses for advantage and injury Acolytes take a -3 to Charm and -2 to Education, but gain a +2 to advantage rolls and +3 to injury

Awards	+ 2d isho	+ 3d color
Lore (jorune)	Lore (shanthic)	Shanthic Language and Lore (+2d)
Muadra Interaction +2B	Shanthic Interaction +3B (ca-Desti at +2d)	

Drawbacks +2P on all Interactions with races other than shantha, muadra or thriddle.

Sample Benefits	Fauna recognition	Ebidu	
Flora recognition	Geology (adv)	Geology (basic)	Sword

Adventurer S3

The Adventurer is a character that is very rare on Jorune, although one might expect the type to be more common Jorune is a highly dangerous world, one that is hostile to man in many ways These brave men, women, and members of other races have chosen to wander the world seeking their fortunes, and have the skills that are necessary to survive in the great outdoors By their very nature, they are taciturn, have a strong sense of self, and are well-respected among the toth and tauther of society In the eyes of drenn and kesht, the Adventurer is a rogue and a hero (sometimes a villain), but can be useful for jobs that normal Condrij cannot be hired to do. Unfortunately, adventurers move around a lot and are viewed by most people as supicious.

Awards	Conceal Self +2d	Stealth +2d
Cooking (at career level)	Set Traps (career level)	Tracking (career level)
Set Up Camp (career level)	Package 2 other Languages and that race's Interaction at 3B	
3 other Languages and that race's Interaction at 2B.		

Drawbacks All other Interaction at 1P.

Sample Benefits	Weapon(s)	History (local)
Bargain	Bribe	Fast Talk
Hiding	Contacts	Bureaucracy
Geography	Weather	Animal Handling
Flora Recog	Fauna Recog	Foraging
Hunting/Fishing	Wilderness Travel	First Aid

Archivist S1

This is a librarian or museum clerk The sedentary lifestyle takes its toll: 2P to Body, -1P to Strength, and a 1P to advantage rolls (Reflexes).

Awards	Information Search	Lore (local nation)
Lore (local cultures)	Survival (urban)	1B on Education

Drawbacks
Sedentary lifestyle = 1P on Strength and Reflexes. +1P on races other than the 4 most commonly encountered

Sample Benefits			
Bargain	Geography -(adv)	Geography (basic)	Getting around
Weapon (small)	Lore (jorune)	Lore (shanthic)	
Bureaucracy	Preservation	Underground info	

Consideration for Awards and Drawbacks

When you create a character the Awards consideration is largely a gift from the GM. Gamemaster's are not *required* to give any Awards. It makes sense that a muadra entering a career using isho would develop that "isho muscle" with a bonus to Isho Points and Color points. Someone in a heavily physical career would develop certain physical skills. Someone in the academic area would gain certain related skills just by being in their job for a few years. It also makes sense that people will have some opportunity costs for the careers they have chosen. It is not required that a character have any drawback, but someone who gains a lot from their career has had to sacrifice something - even in *this* world.

These are samples from the books and from Sholari Magazine to serve as models. You may have a new Carreer you want to use, or may have different ideas for distribution of the Benefits.

Ardan S1

This is the jorune equivalent of a reporter and public crier While flatbed press technology is available to higher cultures (the thriddle, burdoth, jasp and perhaps heridoth and thantier), most common folk get their news from these criers who trade information, then make their rounds to call out the latest news (or gossip) and collect the bits and yules of passersby who think the information is worth the money These folks don't have an easy life and spend a lot of time tracking down stories (if jorune doesn't have libel laws, there are assassins if you offend the wrong people!)

Sample Benefits or Awards

Bargain	Fauna recog	History (local)
Flora Recog.	Underground Info.	1P to Interactions with strangers.
History (world)	Info search	Knife
Literature	Oration	Story telling
Underground info	Writing (composing and editing)	

Beaster Page 60

A wild game hunter, specializing in hunting down creatures for pest eradication, "big game hunt" expeditions, trophies or scientific specimens

Conceal self	Creature care	Fauna recognition
First aid	Sword	Tracking
Wilderness travel	Bochigon	Horse
Talmaron	Tarro	Thombo
Bargain	First aid	Flora recog
Gaming	Weather	

Bounty Hunter A S3

The criminal element is not all that common on jorune, given the nature of the planet and the manner in which humans are distributed on its surface There are those individuals on jorune who are willing to hunt all manner of prey, both four-, six-, and two-legged for profit and wealth The bounty hunter is the being who hunts down human, non-human, or even animal prey for the sake of money, since someone is willing to pay for the effort The prey does not have to be delivered alive, but is usually worth more in this state (unless the contractor has specifically stated that the target is to be brought back dead) Bounty hunters are considered almost criminal in some places on jorune, and some of them are woffen, crugar, bronth or ramian Bounty hunters tend to be suspicious, have a rather cruel streak, and are fond of the thrill of the hunt

Weapon	2 Moon Skills +2	Bargain
Bribe	Bureaucracy	Conceal Self
False Signature	First Aid	Geography (Basic)
Getting Around (One Area)	Set Traps	Stealth +2d
Tailing	Tracking	Wilderness Travel

Bounty Hunter B S1

Jorune has a problem with pests: beagre, scragger and people who take anti-social actions Bounty hunters may earn a meager living by turning in the bodies of dead vermin to the kimmit or they may track down an individual or object for a reward

Weapon	Bargain	Bribe
Bureaucracy	First aid	Getting around
Set traps	Tailing	Tracking
Wilderness travel		

Military Page 56

Basic military training, common to the branches of military service Select branch NOTE: If Military is chosen, identify nation and branch, 1 additional benefit for branch.

Conceal self	Cook	First aid
Fist	Foraging	Knife
Set traps	Set up camp	Stealth
Tracking	Halberd	Pike
Spear	Bochigon	Energy weapons
Talmaron	Wilderness travel	Weapon
Language Entren (Written)	Earth-tec (advanced)	Thombo

Archer Page 57

bow, long bow or crossbow

Caji infantry Page 57

Dysha: Healer	Dysha: Night eyes	Dysha: Power orb
Dysha: Shield	Dysha: Wall	

Isho points and Color points are doubled

Cavalry Page 57

Bochigon	Thombo	Horses

Infantry Page 57

1 additional pole arm	1 additional sword	Shield

Marine/Sailor Page 57

Weapons	Swim at +2	Geograph (coasts)

Talmaron Cavalry Page 57

Talmaron	Thombo

Caji (Muadra only) Page 57

A student of isho and dyshas A caji has no income in and of itself – and income producing occupation is also required, unless the caji is independently wealthy

Award		
Caji Etiquette	+ 2d isho	+ 3d color
Astronomy (Moons)	Bureaucracy	Isho Weather
This Package costs 2 Benefits	2 Dyshas at 3d	4 Dyshas at 2d

Chattel S1

Chattel have signed their lives away for a set period of time They are, in effect, slaves By surrendering their free choice and submitting to a master under a written contract, they receive food, shelter, clothing, medical care and some instruction in exchange for their labors Some chattel then become hired servants and live apart from their employer In nations that do not permit slavery, they are seen as contract employees

Bargain	Conceal self	Cook
Getting around (local)	Information search	

Condrij Page 59

2 Weapons	Conceal Self	First Aid
Military Etiquette	Search	All atheletic skills at +1
Bargain	Drinking	Gaming
Pistol	Corastin Interaction at +3	

Daijic SI

Human fear of the muadra has led to two types of "isho-police" true daijic (who eat the flesh of the daij fish to eneable them to see isho), and crystal daijic (who use powered crystals to detect the flow of isho from spent dyshas In recent years boccord, woffen and boccord have become daijic for cities outside the borders of Burdoth Burdoth permits only human daijic Training gives them 2B to Sight and 2B to Intuition

1 Weapon	Bureacracy	Contacts
Crystal Reading	Geography (Local Getting Around	
History (Local)	Lore (Caji)	

Diyorda SI

While criminals of any kind are rare on Jorune, this does not mean to say that such do not exist The Diyorda (or criminal) is one who has been caught in the act of committing crimes, and has been sentenced to imprisonment in a herris or the like Unlike Githerin, the Diyorda do not have any form of guild, and once released from herris after serving their sentence, these men, women, and other beings are allowed to attempt to reclaim their lives on Jorune They tend to be a bit bitter about their lives, and have a strong sense of "what's mine is mine, and you had better not try to take it!" Most Diyorda learn a trade while they are imprisoned in herris, and will never be permitted the use of Earth-tec and the like for the rest of their lives

One Klade Skill	Crime related skill	Weapon
Hiding	Searching	Pick pockets
Pick locks	Underground Info	Tailing

Dyte Punk (Muadra only) Page 55

By going with low dyshas, the Dyte Punk restricts him/herself to a few dyshas and the general dangers of a life in the underworld

+2d Desti	Frost Bolt	Knife
Lightning Blast	Underground Info	+2d Isho Points
Caji Etiquette	Current Events	Fast Talk
Getting Around	No other dysha skill above Rank 4	

Entris Page 59

1 Language (Interaction +3)	2 Languages (Interaction +2)	2 Languages (Interaction +1)
Entren +2	Language (Thriddle)	Writing
Bureaucracy	Contacts	Current Events
Geography (Basic/Advanced)	History (Local/World)	Information Search
Oration	Writing	

Farmer SI

The Farmer is the being on Jorune who would seem to be the least important, but has the most important task on the planet These are the men and women who grow the crops on Jorune, who harvest animals for meat and food, and who cultivate the durlig and gerrig and coditch that is the staple of the diet for many people Simple in taste and manner, the Farmer is well-respected in some parts of Jorune, and earns nothing more than disdain in others

Farming	Weather	Flora Recog
Fauna Recog	Klade Related Skill	Foraging
Conceal Self	First Aid	Cooking
Foraging	Wilderness Travel	Stealth
Set Traps	Tracking	Set Up Camp
Bochigon	Horses	Tarro
Pibber	Thombo	Lore (region)
Current Events	Bargain	Fast Talk

Githerin Page 64

A thief Determine if your githerin is a contract member of the Githerin Klade ("retrievers") or a rogue githerin working outside the structures of contract and klade protection

Bribe	Conceal Self	Current Events
Getting Around	Weapon	Underground Information
All athletic skills at +2	Contacts	Earth-tec (Basic)
Info Search	Pick Locks	Pick Pockets
Search	Tailing	

Guide S1

Guides have become familiar with a particular area city, jungle or desert and hire out to show travellers their way

Weapon	Bargain	Bribe	Bureacracy
Fast Talk	Fauna Recog	Flora Recog	
Geography (Local)	Getting Around (Local)	History (Local)	
History (World)			

Hunter S3

Unlike the Bounty Hunter, the Hunter is that man or woman who enjoys the hunting of animals and meat for food and is known to be a good guide in the wilder lands of Jorune or for providing the forage that most villages and towns require for their survival The Hunter is one with nature, and has a better grasp of the world of Jorune than most, having a respect for nature, a protective sense about the wilderness around them, and a willingness to live at one with it Most of these men and women disdain the use of Earth-tec and Bio-tec, but are willing to use it if the need justifies it These individuals are strong-willed, do not frighten easily, and have a respect for the shanthas and their environment

Weapon	Conceal Self	Wilderness Travel
Foraging	Hunting/Fishing	Tailing
Set Traps	Tracking	Woodcraft or Bowyer/Fletcher
Conceal Self	Cooking	First Aid
Set Up Camp	Hunting/Fishing	1 Animal Handling skill

Iscin (Classical) Page 63

Thriddle Interaction	History	Gen. Languages
Literature	Mathematics	Biology
Earth-tec (Adv)	Isho Weather	Physics
Philosophy Astronomy (Moons)	Bio-tec (Advanced)	Geography (Advanced)
Geology (Advanced)		

Iscin (Outdoor) Page 63

1 Language (+ Interaction)	Fauna Recog	Info Search
Traveller	Wilderness Travel	All athletic skills at +1
History	Gen. Languages	Literature
Mathematics	Philosophy	Earth-tec (Adv)
Astronomy (Moons) Bio-tec (Adv)		Biology
Physics	Geography (Adv)	Geology (Adv)
Isho Weather		

Jer Page 58

Conceal Self	Weapon	Fauna Recog
First Aid	Flora Recog	Stealth
Weather	Climb	Caji Etiquette
Cook	Foraging	Set Traps
Thikes	Tracking	Geography (Basic)
Language (Cleash)	Limilates (Find)	Limilates (Prepare)
Muadra Interaction at +2		

Learsis — Page 58

First Aid | Limilates (Find) | Limilates (Prepare)
Medicine | Interactions for human and Iscin races at +2
Biology | Earth-tec (Basic) | Info Search
If Character is muadra add:
Healer Dysha | Launtra +2d

Merchant — Page 58

Arithmetic | Bargain | Fast Talk
Weapon | Bribe | Bureaucracy
Current Events | Languages | Mathematics
Thivin Interaction 2B | Caji Etiquette | Military Etiquette
Thriddle Etiquette

Querrid — Page 62

Weapon(s) | Fauna Recog | Flora Recog
Info Search | Weather | Wilderness Travel
Crystal Cutting | Earth-tec (Basic) | Fast Talk
Language (Thriddle) | Limilate (Find) / (Prepare) | Thriddle Interaction
Language (Shanthic) | If Shanthic Language taken, | Shantha Interaction at 2B

Sailor — Page 60-61

2 foreign languages | Geography (world) | Weapon
Sailing | Language (Thowtis) | Language (Salu)
Swim | +d to certain Interactions | Shipwright
Drinking | Gambling | Storytelling
Lore (seafaring) | Fishing

Servant — S1

A hired servant It's mind-numbing, but honest work The player needs to name his/her employer and their occupation 1P to Education, 1B Charm

Bargain | Arithmetic | Cook
Fast Talk | Conceal Self | History (Local)
Etiquettes | Social Mixing

Shast — Page 61

Arithmetic | Club | Philosophy
Drinking | Language (Woffen) | Military Etiq.
Bribe | Fast Talk | Gaming
Underground Info | Woffen Interaction at 2B
Interaction at 2B for bronth, crugar, cygra, and human

Sherja — Page 55

Defend w/o weapon | Fast Talk | Fist +2
Kick +2 | Tackle | Thikes
Underground Info | All athletic skills at +1d

Slash — S1

Low ranking military employee who clears jungle and growth A slash will go into the jungle with a team of other slashers for up to ten weeks With machettés (treat damage as sword) they hack their way through the brush to keep open land between Burdoth and the jungle, and to keep the trails wide and passable

Weapon | Cook | Fishing
Flora Recog | Geography (Local) | Hunting
Set up Camp | Tracking | Wilderness Travel

Thomboc — Page 60

Weapon	Bochigon	Drinking
Gaming	Weapon	Thombo
Cook	Creature Care	Horse

Toth (City) — Page 61

Current Events	Getting Around	Weather
Crowd Maneuver	History (local)	Klade Skill (specific)

Toth (Country) — Page 61

Farming	Thombo	Weather
Wilderness Travel	Farming	Animal Care
History (local)	Klade Skill (specific)	

Trim — 51

Trims (or trimsmen) are airship controllers from Jasp The class is open to all races Muadra receive separate skills for crystal manipulation Caji trimsmen use daij or sheeja to increase isho X3 for six hours, followed by 11 hours of reduced isho by , followed by ten hours of normal isho (remember, Jorune has 27 hour days)

Carpentry	Crystal Cutting	Geography (Local)
Geography (World)	Lore (Jasp)	Shipwright
Ship Handling	Weapon	Lore (Caji)
If Caji	+3d Isho	+3d Color
Fire Touch	Frost Bolt	Lore (Shanthic)

Veteran (Ex-Militia) — Page 56

Must have served in Military before this career.

Conceal Self	Cook	Earth-tec (Basic)
First Aid	Foraging	Weapon
Language (Entren)	Set Traps	Set up Camp
Stealth	Tracking	Wilderness Travel
Bochigon	Energy Weapons	Talmaron
Thombo		

Yiordeh — Page 62

Bribe	Conceal Self	Fast Talk
Getting Around	Information Search	Weapon
Tailing	Underground Information	Bureaucracy
Contacts	Current Events	Gaming
Pick Locks	Crowd Maneuver	

Yord — Page 63

Getting Around	Crowd Maneuver	Weapon
Bureaucracy	Conceal Self	
Current Events	Tailing	

Feel Free to come up with your own character concepts, careers and benefits, and share them with us at *talewind2@aol.com.*

+JORUNE

Player

Character

Race

Origin

Concept .....

.....

.....

.....

.....

SKETCH

Weight ____ Height _____
Age ____ Hair _____
Eyes ____ Skin _____

CHARACTERISTICS

STRENGTH	☐☐☐☐☐☐
REFLEXES	☐☐☐☐☐☐
EDUCATION	☐☐☐☐☐☐
WILL	☐☐☐☐☐☐
CHARM	☐☐☐☐☐☐
INTUITION	☐☐☐☐☐☐
ISHO	☐☐☐☐☐☐

	Original	Current
LUCK		
BODY		

Modifiers

Lifting Weight..... _____
Injury Mod..... _____
Damage Mod..... _____
Isho Factor .....X _____
Isho Points ..... _____
Color Points (Primary)..... _____
Color Points (Others)..... _____
Maximum Isho ..... _____

GIVEN SKILLS

Athletics

Brawl ..... __ ☐☐☐☐☐☐
Climb ..... __ ☐☐☐☐☐☐
Dodge ..... __ ☐☐☐☐☐☐
Fist ..... __ ☐☐☐☐☐☐
Kick ..... __ ☐☐☐☐☐☐
Run ..... __ ☐☐☐☐☐☐
Swim ..... __ ☐☐☐☐☐☐
Throw (Balanced) . __ ☐☐☐☐☐☐
Throw (Unbalanced) __ ☐☐☐☐☐☐

Cultural Skills

Common Devices..... __ ☐☐☐☐☐☐
Conceal Item ..... __ ☐☐☐☐☐☐
Conceal Self ..... __ ☐☐☐☐☐☐
Drive ..... __ ☐☐☐☐☐☐
Evaluate ..... __ ☐☐☐☐☐☐
First Aid ..... __ ☐☐☐☐☐☐
Follow ..... __ ☐☐☐☐☐☐
Info. Search ..... __ ☐☐☐☐☐☐
Language (Native)

_____

Speak..... __ ☐☐☐☐☐☐
Read..... __ ☐☐☐☐☐☐
Write..... __ ☐☐☐☐☐☐

other as Specialty or Benefit

Local Lore ..... __ ☐☐☐☐☐☐
Negotiate ..... __ ☐☐☐☐☐☐
Recent Events ..... __ ☐☐☐☐☐☐
Search ..... __ ☐☐☐☐☐☐
Stealth ..... __ ☐☐☐☐☐☐
survival (specify area)
Own ..... __ ☐☐☐☐☐☐
Adjascent ..... __ ☐☐☐☐☐☐
..... __ ☐☐☐☐☐☐
..... __ ☐☐☐☐☐☐
Track ..... __ ☐☐☐☐☐☐

Senses

Hearing..... __ ☐☐☐☐☐☐
Sight..... __ ☐☐☐☐☐☐
Smell..... __ ☐☐☐☐☐☐
Taste..... __ ☐☐☐☐☐☐
Touch..... __ ☐☐☐☐☐☐

Careers and Benefits

Career ..... ☐☐☐☐☐☐
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Career ..... ☐☐☐☐☐☐
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.....
Career _____ ☐☐☐☐☐☐
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.....

Specialties

..... __ ☐☐☐☐☐☐
..... __ ☐☐☐☐☐☐
..... __ ☐☐☐☐☐☐

Armor

AREA.....	TYPE	B	I	P	S	E	F	VALUE_
Skull.....	_____	__	__	__	__	__	__	☐☐☐☐☐☐
Trunk....	_____	__	__	__	__	__	__	☐☐☐☐☐☐
Arms.....	_____	__	__	__	__	__	__	☐☐☐☐☐☐
Hips.....	_____	__	__	__	__	__	__	☐☐☐☐☐☐
Legs.....	_____	__	__	__	__	__	__	☐☐☐☐☐☐
Feet.....	_____	__	__	__	__	__	__	☐☐☐☐☐☐

B - Bludgeon I - Isho P - Puncture S - Slice E - Electrical F - Fire

Weapons

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

Money

(in Gemules)

1st Career ..... _____
2nd Career ..... _____
3rd Career ..... _____
Losses..... _____
Total Starting..... _____
On Hand ___ Gemules ___ Gemlinks ___ Gem s
___ Gemclusters ___ Gemstars

Alternate Hit Locations

RANGE		MELEE	
30	Skull	24	Skull
29	Jaw/Nape	23	Jaw/Nape
28	Neck	22	Neck
27	Wrist	21	Wrist
26	Elbow	20	Elbow
25	Gut/Back	19	Gut/Back
24	Upper Arm	18	Upper Arm
23	Hip	17	Trunk
22	Chest/Back	16	Hip
21	Hip	15	Thigh
20	Shoulder	14	Hip
19	Thigh	13	Trunk
18	Trunk	12	Chest/Back
17	Thigh	11	Forearm
16	Trunk	10	Wrist
15	Shoulder	9	Calf
14	Hip	8	Lower Arm
13	Chest/Back	7	Shoulder
12	Trunk	6	Knee
11	Forearm	5	Hand
10	Wrist	4	Vitals/Rear
9	Calf		
8	Lower Arm	Left/Right, Front/Back	
7	Knee	Depend on position of	
6	Hand	character during game	
5	Vitals/Rear	play. Closest is hit.	

Color Points

Tra..... 1P [White] _____
Shal.....1P [Blue] _____
Launtera.....[Green] _____
Ebba.....[Yellow] _____
Du.....[Amber] _____
Desti..... 1B {Red] _____
Gobey.....1 B [Brown] _____

Isho Skill

Possible

Caji Entropy ..... ☐☐☐☐☐
Estimate Isho..... ☐☐☐☐☐
Isho Sensitivity ..... ☐☐☐☐☐
Signature - False .... ☐☐☐☐☐
Signature - Mask ... ☐☐☐☐☐
Signature - Race .... ☐☐☐☐☐
Sig.-Spectrum..... ☐☐☐☐☐
Tra Sense ..... ☐☐☐☐☐
Warp Stabilization . ☐☐☐☐☐

Interactions

Acubon.....__ _____
Blount.....__ _____
Boccord.....__ _____
Bronth.....__ _____
Cleash.....__ _____
Corastin.....__ _____
Croid.....__ _____
Crugar.....__ _____
Cygra.....__ _____
Human.....__ _____
Muadra.....__ _____
Ramian.....__ _____
Salu.....__ _____
Scarmis.....__ _____
Shantha.....__ _____
Thivin.....__ _____
Thriddle.....__ _____
Tologra.....__ _____
Trarch.....__ _____
Woffen.....__ _____

Dyshas

Primary Lih-al:

..... ☐☐☐☐☐☐
__ ISHO __ Du __ Shal (1P) __ Ebba __ Tra(1P)
__ Launtra __ Gobey (1B) __ Desti (1B)

..... ☐☐☐☐☐☐
__ ISHO __ Du __ Shal (1P) __ Ebba __ Tra(1P)
__ Launtra __ Gobey (1B) __ Desti (1B)

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__ ISHO __ Du __ Shal (1P) __ Ebba __ Tra(1P)
__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ ISHO __ Du __ Shal (1P) __ Ebba __ Tra(1P)
__ Launtra __ Gobey (1B) __ Desti (1B)

Possessions And Notes

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